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Mega POWER

OCTOBER 1994
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FEATURED

★REBEL ASSAULT ★ SOULSTAR★
★DARKSEED ★ MEGA RACE ★ PITFALL★
★RADICAL REX ★ STAR WARS CHESS★

INSIDE

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PRESS start

After last month's mishap with the cover disc (see this month's Feedback), we're back to normal with a great playable demo of Star Wars: Rebel Assault. It lets you shoot it out with the Stormtroopers and, in my view, it's even better than the demo featured on SegaPro CD. Yes, now you have the choice of two great disc demos (and magazines) every month – who ever said Mega-CD owners were hard done by?

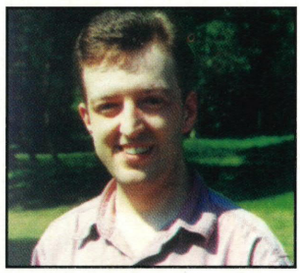
In this month's Mega Power we bring you the long-awaited review of Core Design's Soulstar. Like Thunderhawk and Battlecorps before it, this superlative space shoot-'em-up uses the machine to the full to create stunning 3-D graphics. See for yourself on page 18 of this issue.

We also have CD reviews of the sinister adventure Dark Seed, racing gameshow Mega Race, and Star Wars Chess. Plus the lowdown on Mega Drive carts, Ballz and IMG Tour Tennis. Not forgetting previews of Activision's hot new games, Pitfall and Radical Rex, and all the latest news and playing tips.

Again I feel I must apologise for the repeated cover disc on last month's magazine. I know a lot of you were very disappointed, but it really was due to circumstances beyond our control. I hope you enjoy this issue and continue to support Mega Power (and SegaPro CD) in the future.

Phil King

phil king

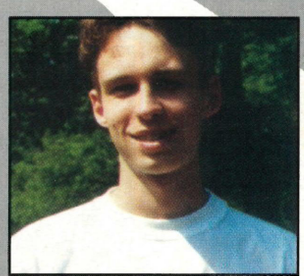


Phil is still red-faced about his recent car journey up to the European Computer Trade Show. An extremely poor navigator, he got completely lost and ended up driving round London for the best part of an hour, taking a 'scenic route' round all the sights. But even Phil can't explain how he ended up the wrong side of the river!

jason johnson

Alas, the long-time SegaPro writer and games editor Jason has decided to leave us for pastures new. He enjoyed his recent European holiday so much, he's gone to live in Holland. We're very sorry to lose him, but wish Jason all the best in the future. Send us a postcard, mate, and tell us how you're getting on with those Dutch girls!

mark hill



Mark is still recovering from the effects of his recent house-warming party. Not one to do things by halves, he hired a couple of DJs and lots of disco lights to make the party go with a bang. However, his new neighbours obviously thought the music was too loud, because one of them sneaked in and removed the main electrical fuses!

Extra-special thanks to DREAM MACHINES in Hartlepool (0429 869 459) and VIDEO GAMES CENTRE in Bournemouth (0202 527 314) for supplying our import games.

Mega POWER

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MegaP

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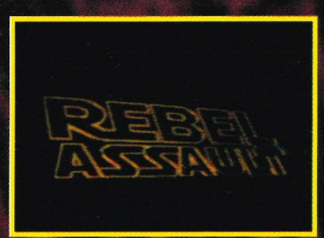
STAR WARS: REBEL ASSAULT

Find out exactly how to play your special *Rebel Assault* CD demo on page 10...

cover disc



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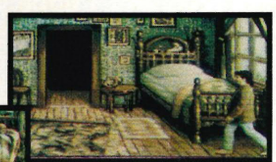

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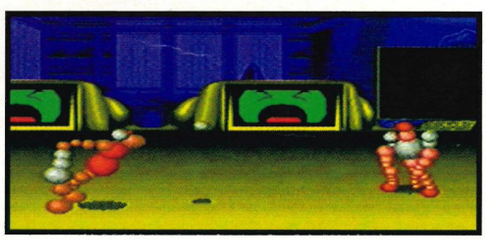

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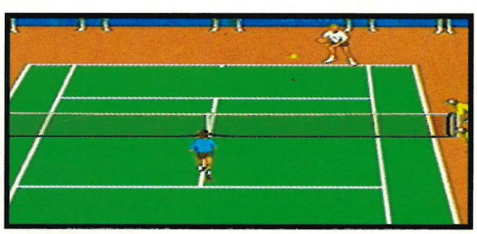
Electronic Arts serve up their first Mega Drive tennis sim. But can it beat the invincible *Pete Sampras*?



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Find out how to pick up your free Star Wars MicroMachines from Dixons – courtesy of Mega Power.

Dixons

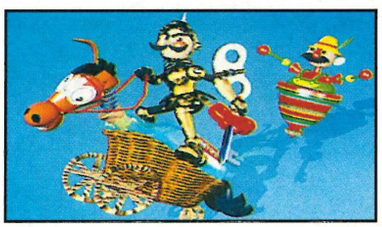
IMPERIAL AT-AT
Type: All Terrain Armored Transport
Weapons: Two Heavy Laser Cannons, Two Medium Blasters
Number of Crew: 3
Passenger Capacity: 40

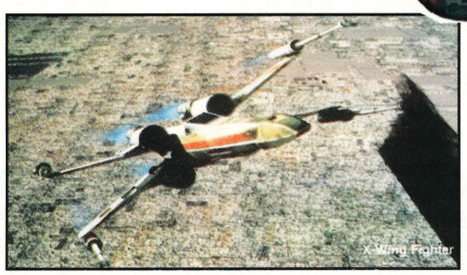
IMPERIAL AT-ST (CHICKEN WALKER)
Type: All Terrain Scout Transport
Weapons: One Twin Blaster Cannon, One Twin Light Blaster Cannon, Concussion Grenade Launcher
Number of Crew: 2
Passenger Capacity: None

POWER NEWS

GAMES FROM ANOTHER PLANET

Sega already have a large range of games in development for their upcoming 32-bit machines. The state-of-the-art Saturn CD console should appear at the end of the year in Japan, with a UK launch following in 1995. Saturn games to look out for include *Clockwork Knight*, a platformer using 3-D polygon graphics to give depth the side-on view. The eagerly awaited *Daytona USA* looks an almost perfect conversion of the exhilarating arcade racer. *Ecco The Dolphin* features a breathtaking intro sequence where you follow perfectly rendered dolphins into a 3-D underwater world. Two soccer sims, *J League* and *Victory Goal*, are set to kick off – both using polygon graphics with a choice of perspective. There'll also be a conversion of the Mega-CD game *Mystery Mansion* with a bigger house to explore and tougher puzzles. *Virtua Fighter* should prove the definitive console beat-'em-up – a perfect conversion of the popular coin-op with stunning polygon fighters.





Meanwhile, Sega's Mega Drive 32 add-on is all set for a Xmas release. This 32-bit device plugs into the Mega Drive's cart slot to enable incredible graphics akin to those on the Saturn and latest Sega coin-ops. Titles currently in development include *Doom*, a conversion of the superb 3-D shoot-'em-up that proved so popular on the PC. There's also a conversion of the new *Star Wars* arcade machine, a brilliant blast-'em-up with a two-player mode where one player pilots the X-Wing while the other controls its laser guns. And after the controversy over the excruciatingly expensive MD *Virtua Racing* conversion earlier this year, the 32-bit *Deluxe Version* will feature three cars and a wider choice of tracks.

PSYGNOSIS STORM IN

At last Psygnosis have unveiled the Mega-CD follow-up to their popular 3-D shoot-'em-up *Microcosm*. *Novastorm*, formerly titled *Scavenger 4*, features four futuristic worlds to play through, each using stylish Full Motion Video backdrops as you fly your ship into the screen.

The year is 2129, and the Bator system is dying. The very future of civilisation is under threat from its own technology. SCARAB X, the integrated military artificial intelligence system, has mutated and taken on a life of its own. An experimental fighter, Scavenger 4, has been launched to destroy the rogue computer systems.

From what we've seen so far, it looks even more impressive than *Microcosm*. One criticism of that game was its lack of interaction with the 3-D scenery, which was mainly decorative. *Novastorm* solves this problem with what's known as a Z-plane buffer. The FMV graphics contain additional data pertaining to the depth of the various objects in the backdrops.

This enables you to crash into the scenery, sparks flying from your ship as you scrape it. The overall result is frantic blast-'em-up action with stunning graphics and a pounding soundtrack. We'll bring you a full preview in the next Mega Power.

COMEDY CLASSIC

When they can stop laughing, Psygnosis are busy converting *DiscWorld* to the Mega-CD. Based on the hilarious novels of Terry Pratchett, this intriguing release in now scheduled for spring 1995. To ensure it captures the wacky humour of the books, Psygnosis have enlisted the help of professional comedy writers to create the script and dialogue. The latter is being recorded by ex-Monty Python member and leading comic actor, Eric Idle.

The best news of all is that author Terry Pratchett has overseen the development of the game by Teeny Weeny Games. He's previously turned down huge offers from Hollywood to turn the books into a film, believing that they wouldn't do them justice.

The game stars the best-known character from the books: the terminally useless wizard Rincewind. He's accompanied on this epic adventure by 'The Luggage', a weird walking treasure chest that morphs into various items and creatures. The game has the pair exploring the many locations in DiscWorld, solving puzzles which – thanks to the crazy nature of the place – require a lot of lateral thinking. It's all very very silly, but a lot of fun.

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FIFA SOCCER '95

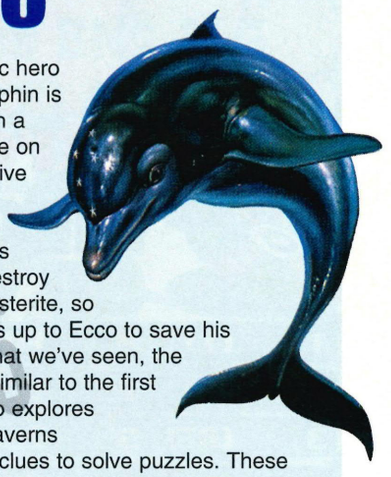
News just in... Electronic Arts are all set to score again with the new, updated version of *FIFA Soccer*. Imaginatively entitled *FIFA Soccer '95*, it's a whole new ball game with improved action and lots of extra options. These include a huge choice of club teams from around the world, playing in various league and tournaments (including European ones).

The gameplay itself is a lot faster and more fluent. As with the recent Mega-CD *FIFA*, it's much easier to play a creative passing game rather than resorting to hoofing the ball up the pitch. Use the C button to shoot from long distance and you're probably wasting your time. The players' artificial intelligence has also been improved so they're quicker to react to events, jumping up to flick the ball on to a team-mate etc.

Ive seen dirty play before but this is surely a hanging affence!

The result is incredibly realistic matches. There are even injuries to players when they're fouled – and subsequently writhe on the ground in agony! Get a free kick on the edge of the area and the special set-play option comes up. Here you can flick between a number of tactical plays, such as tapping the ball across to a team-mate to volley it into the net. Score and you're rewarded with all-new scoreboard celebration sequences – you can even press the buttons for sound FX such as an air horn, fireworks and the cry of 'Goooooaaaaal!' A Mega-CD version of this cracking cart is also rumoured, but yet to be confirmed by EA.

RETURNING ECCO



Sega's aquatic hero Ecco The Dolphin is set to return in a new adventure on both Mega Drive and Mega-CD. The evil Vortex has returned to destroy the magical Asterite, so once again it's up to Ecco to save his pals. From what we've seen, the gameplay is similar to the first game as Ecco explores underwater caverns searching for clues to solve puzzles. These typically entail pushing objects such as rocks and crystals around to open up blocked-off areas.

The main innovation is the inclusion of five 3-D scenes where Ecco swims into the screen, swimming and jumping through hoops below and above the surface. He can also morph into some creatures by ramming them – he can even turn into a seagull and fly! With 25 huge puzzling levels to explore, Ecco fans should have their flippers full when the game's released in November. We can expect an enhanced soundtrack and presentation for the CD version.

POWER DATES

September

Animals, The	Mindscape	Mega-CD	UK
Ballz	Accolade	Mega Drive	UK
Battlecorps	Core	Mega-CD	UK
Battle Fantasy	Micronet	Mega-CD	Japan
Burning Fist	Sega	Mega-CD	Japan
Dark Seed	Cyberdreams	Mega-CD	UK
Dynamite Headdy	Sega	Mega Drive	UK
IMG Tour Tennis	EA Sports	Mega Drive	UK
Flintstones, The	Sony	Mega Drive	UK
Hybrid Front	Sega	Mega Drive	Japan
Hyper Road Monarch	Sega	Mega Drive	Japan
Lawnmower Man, The	Tengen	Mega Drive	UK
Mega Race	Mindscape	Mega-CD	UK
Mortal Kombat II	Acclaim	Mega Drive	UK
Mr Tuff	SCI	Mega Drive	UK
Pirates Of Dark Water	Sunsoft	Mega Drive	UK
Ragnacenty	Sega	Mega Drive	UK
Rolling Thunder 3	Namco	Mega Drive	Japan
Shadow Run	Sega	Mega-CD	Japan
Shining Rogue	Sega	Mega Drive	Japan
Sink Or Swim	Codemasters	Mega Drive	UK
Star Wars Chess	Mindscape	Mega-CD	UK
Star Wars: Rebel Assault	JVC	Mega-CD	UK
Super Kick Off 3	Anco	Mega Drive	UK
Tinhead	MicroProse	Mega Drive	UK
Virtual Bart	Acclaim	Mega Drive	UK
Who Shot Johnny Rock?	ALG	Mega-CD	USA
Ys: Master Of The Sun	Sega	Mega-CD	Japan
Zero Tolerance	Accolade	Mega Drive	UK

October

36 Great Holes	Sega	Mega-CD	USA
Addams Family Values	Sony	Mega Drive	UK
Another World 2	Virgin	Mega-CD	UK
Bill's Tomato Game	Psygnosis	Mega Drive	UK
Boo!	MicroProse	Mega Drive	UK
Bubsy II	Accolade	Mega Drive	UK
Dino Dini's Soccer	Virgin	Mega Drive	UK
Dragon	Virgin	Mega Drive	UK
Earthworm Jim	Virgin	Mega Drive	UK
Eternal Champions	Sega	Mega-CD	UK
Exo Squad	Playmates	Mega Drive	UK
FIFA International Soccer 2	EA	Mega Drive	UK
Flashback	Sony	Mega-CD	UK
Flying Nightmares	Domark	Mega-CD	UK
Jurassic Park: Rampage Edition	Sega	Mega Drive	USA
Kawasaki Superbikes	Time Warner	Mega Drive	UK
Lemmings 2	Psygnosis	Mega Drive	UK
Links	Virgin	Mega-CD	UK
Marko's Magic Football	Domark	Mega-CD	UK
Megaswiv	Time Warner	Mega Drive	UK
Mighty Morphin: Power Rangers	Sega	Mega-CD	USA
NBA Jam	Acclaim	Mega-CD	UK
NFL '95	Sega	Mega Drive	USA
NHL Hockey '95	EA	Mega Drive	UK
New Breed	Accolade	Mega Drive	UK
'Rescue'	Psygnosis	Mega Drive	UK
Rise Of The Robots	Time Warner	Mega-CD	UK
Rise Of The Robots	Time Warner	Mega Drive	UK
Shadow Of Atlantis	Sega	Mega-CD	USA
Shaq Fu	EA	Mega Drive	UK
Skeleton Krew	Core	Mega Drive	UK
Sonic And Knuckles	Sega	Mega Drive	UK
Soulstar	Core	Mega-CD	UK
Spider-Man: Maximum Carnage	Acclaim	Mega Drive	UK
Surgical Strike	Sega	Mega-CD	USA
Sylvester & Tweety	Time Warner	Mega Drive	UK
Taz In Escape From Mars	Sega	Mega Drive	USA
Urban Strike	EA	Mega Drive	UK
Virtua Racing: Deluxe Version	Sega	Mega 32	UK

November

BC Racers	Core	Mega-CD	UK
BC Racers	Core	Mega 32	UK
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Bloodshot	Domark	Mega Drive	UK
Ecco 2	Sega	Mega Drive	UK
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ESPN Baseball	Sony	Mega Drive	UK
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F1 '94	Domark	Mega Drive	UK
FIFA Soccer '95	EA Sports	Mega Drive	UK
Flink	Psygnosis	Mega-CD	UK
Flink	Psygnosis	Mega Drive	UK
Jimmy White's Whirlwind Snooker	Virgin	Mega Drive	UK
Lethal Enforcers II	Konami	Mega-CD	USA
Lion King, The	Virgin	Mega Drive	UK
Mickey Mania	Sony	Mega-CD	UK
Mickey Mania	Sony	Mega Drive	UK
Micro Machines 2	Codemasters	Mega Drive	UK
Mighty Max	Sony	Mega Drive	UK
Nigel Mansell's IndyCar Racing	Acclaim	Mega Drive	UK
Novastorm	Psygnosis	Mega-CD	UK
Pinkie	Tengen	Mega Drive	UK
Pitfall: The Mayan Adventure	Activision	Mega-CD	UK
Pitfall: The Mayan Adventure	Activision	Mega Drive	UK
Powerdrive	US Gold	Mega Drive	UK
Probotector	Konami	Mega Drive	UK
Psycho Pinball	Codemasters	Mega Drive	UK
Radical Rex	Activision	Mega-CD	UK
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Syndicate	EA	Mega Drive	UK
Tiny Toons: Acme All-Stars	Konami	Mega Drive	UK
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December

Adventures Of Batman & Robin	Sega	Mega-CD	USA
Adventures Of Batman & Robin	Sega	Mega Drive	USA
Baby Boom	Sega	Mega-CD	USA
Baby Boom	Sega	Mega Drive	USA
Doom	Sega	Mega 32	UK
Dungeon Master	JVC	Mega-CD	UK
Fahrenheit	Sega	Mega-CD	UK
Fahrenheit	Sega	Mega-CD 32	UK
Fred Couples's 36 Hole Golf	Sega	Mega 32	UK
Heimdall 2	Core	Mega-CD	UK
Justice League	Sunsoft	Mega Drive	UK
Keio Flying Squadron	JVC	Mega-CD	UK
Mary Shelley's Frankenstein	Sony	Mega-CD	UK
Midnight Raiders	Sega	Mega-CD	UK
Midnight Raiders	Sega	Mega-CD 32	UK
Mighty Morphin: Power Rangers	Sega	Mega Drive	USA
Mortal Kombat II	Acclaim	Mega-CD	UK
NHL All-Star Hockey	Sega	Mega-CD	USA
Ratchet & Bolt	Sega	Mega Drive	USA
Snatcher	Konami	Mega-CD	UK
Soulstar	Core	Mega 32	UK
Star Wars Arcade	Sega	Mega 32	UK
Time Cop	JVC	Mega-CD	UK
True Lies	Acclaim	Mega Drive	UK
Virtua Fighter	Sega	Mega 32	UK
Wirehead	Sega	Mega-CD	UK

January

Demolition Man	Virgin	Mega-CD	UK
Demolition Man	Virgin	Mega Drive	UK
DiscWorld	Psygnosis	Mega-CD	UK
Fatal Fury	JVC	Mega-CD	UK
Hardcore	Psygnosis	Mega-CD	UK
Hardcore	Psygnosis	Mega Drive	UK
Itchy & Scratchy's Miniature Golf	Acclaim	Mega Drive	UK
Lawnmower Man, The	SCI	Mega-CD	UK
Myst	Sunsoft	Mega-CD	UK
Samurai Showdown	JVC	Mega-CD	UK
Spider-Man TV	Acclaim	Mega Drive	UK
Star Gate	Acclaim	Mega Drive	UK
USHRA Monster Truck Wars	Acclaim	Mega Drive	UK

February

Mortal Kombat II	Acclaim	Mega 32	UK
NBA Jam Tournament	Acclaim	Mega Drive	UK
NBA Jam Tournament	Acclaim	Mega 32	UK
Secret Forces	Core	Mega-CD	UK

CHARTS

high street charts

■ Compiled by Gallup in association with ELSPA

MEGA CD

1	(1)	2	FIFA International Soccer
2	(2)	2	Tomcat Alley
3	(RE)	5	Ecco
4	(3)	8	Silpheed
5	(RE)	7	ThunderHawk
6	(NE)	1	Dracula Unleashed
7	(RE)	6	Final Fight
8	(4)	9	Sonic CD
9	(RE)	3	Batman Returns
10	(7)	7	Ground Zero Texas

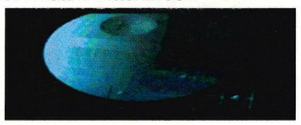
MEGA DRIVE

1	(1)	7	FIFA International Soccer
2	(2)	2	Pete Sampras Tennis
3	(NE)	1	Streets Of Rage 3
4	(3)	5	PGA European Tour Golf
5	(RE)	4	Sonic Spinball

independent charts

■ Compiled with the help of Dream Machines

MEGA CD



1	(1)	2	Star Wars: Rebel Assault
2	(2)	2	Heimdall
3	(3)	2	Vay
4	(5)	8	Lunar – The Silver Star
5	(6)	6	Tomcat Alley
6	(7)	6	Rise Of The Dragon
7	(10)	5	Microcosm
8	(4)	4	Heavenly Symphony
9	(9)	2	Wing Commander
10	(RE)	6	WWF: Rage In The Cage

MEGA DRIVE

1	(1)	2	Super Street Fighter II
2	(2)	5	Virtua Racing
3	(NE)	1	J League Pro Striker 2
4	(4)	5	Streets Of Rage 3
5	(3)	3	Star Trek: The Next Generation

RECOMMENDED

Phil and Mark reveal the games they've been playing this month...

SOULSTAR

mega-cd

Reviewed in this issue, Core's latest 3-D shoot-'em-up pushes the Mega-CD even further with its amazing scaled sprites and 3-D backdrops. Starting off in deep space, you switch between three completely different vehicles for the many varied stages, including some where you have full 360° freedom to explore – as in *Battlecorps*. There's also an innovative two-player mode where one player controls the ship and his comrade activates the many weapons. It's frenzied blasting action all the way.

phil: "A supremely playable shoot-'em-up – one of the best on any machine."

mark: "A graphical extravaganza with the blasting gameplay to match. Brilliant."

BALLZ

mega drive

After *Super Street Fighter II* and *Mortal Kombat II* comes this far more light-hearted one-on-one beat-'em-up. It uses an innovative graphical technique where all the fighters are made up from balls – hence the name! This enables an impressive 3-D combat arena with the view rotating to follow the combatants. The action is totally crazy as the wacky fighters perform bizarre moves such as throwing their heads and self-destructing. You can even taunt your adversary or grovel, depending on the situation.

phil: "As well as being incredibly funny, it boasts some innovative features."

mark: "Not as playable as *MK II*, but the action had me in fits of laughter."

REBEL ASSAULT

mega-cd

May the force be with you as JVC's eagerly awaited Star Wars licence zooms into view. And it's certainly been worth the wait. Its 45 varied sections range from excellent on-foot shoot-outs with Stormtroopers to amazing 3-D flight sequences as you steer through narrow valleys. There's certainly plenty to keep you busy, making for an epic challenge. The story is also well illustrated with lots of FMV clips from all three movies, plus animated sequences with lots of character speech.

phil: "I've been playing this one all month – it's a really good challenge."

mark: "It's got great blasting action a-plenty and all those famous Star Wars scenes."

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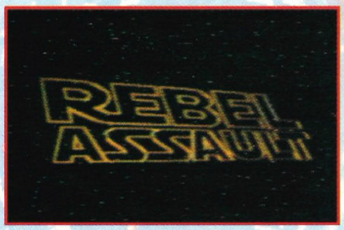
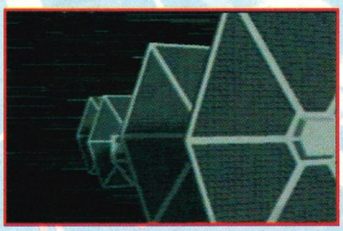
STARWARS REBEL ASSAULT DEMO DISC

How to play your demo



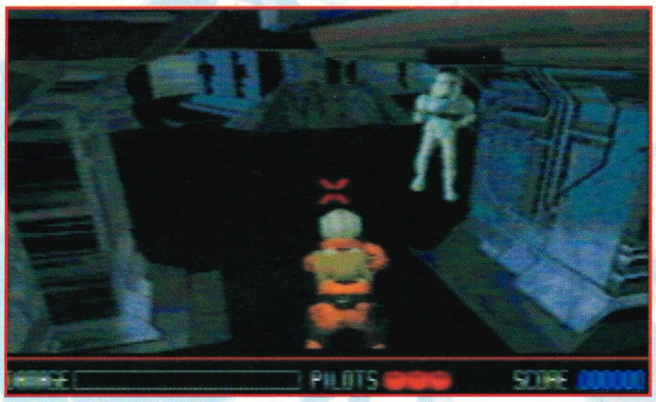


This month the force is with us as we bring you a playable level of the brilliant *Star Wars: Rebel Assault*. Note that this demo is completely different to the one featured on our sister magazine, SEGAPRO. That was the TIE Fighters sequence – this is a dramatic shoot-out with enemy Stormtroopers in the caverns of an icy planet. It's do or die as you blast away, taking cover behind rocks to avoid their laser fire. This sequence is taken from Chapter 8 of the game, so it's a toughie. You need quick reactions and firing accuracy to make it through. Good luck, Rookie One – you'll need it…

After the impressive main game introduction, you'll see the demo section intro sequence, where the Rebel forces pull out, abandoning you on the icy planet's surface. You stumble on the entrance to a nice cosy cavern, but as you soon discover, this place is swarming with gun-toting Stormtroopers!

You need to shoot them before they fire back: if they hit you, your damage meter (bottom left of the screen) is rapidly increased. The damage gradually reduces with time – until you get shot again!

Move your laser cursor to aim your shots, while shuffling sidewards to evade enemy fire. The demo comprises several shoot-outs in different locations. Between these you see yourself running through the caverns. You then get a choice of two routes – choose wrong and you're immediately apprehended by the enemy. You only have three lives, so you'll need some sharp shooting to survive.



Controls

Welcome to the Rebel Alliance, Rookie One. Here are your top-secret controls for your mission, should you choose to accept it…

D-pad: Moves your targeting cursor around the screen. Note that it automatically locks on when near an enemy.

Button A: Fires your laser gun. Blast away as much as you like – you can't run out of ammo.

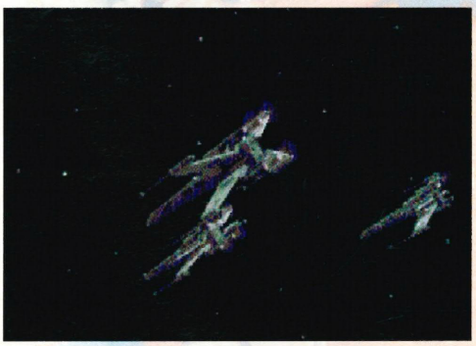
Button B: Hold this down and move the D-pad LEFT or RIGHT to shuffle sidewards and avoid enemy fire.

REBEL REVIEW

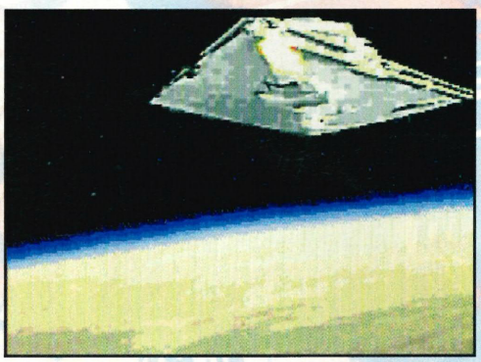
This playable demo is just one of many varied sections in the full *Rebel Assault* game. Other equally spectacular scenes put you in the cockpit of an X-Wing fighter, flying low through rocky canyons, shooting it out with TIE Fighters in space, attacking AT-AT Walkers and eventually zooming down that perilously narrow trench to destroy the Death Star.

With lots of FMV clips from all three Star Wars movies and animated sequences of all your favourite characters, it's an epic adventure packed with lots of addictive blasting action. There are 15 game Chapters in all, each comprising three stages. As with other FMV games, it may suffer from a lack of interaction and freedom, but this spectacular shoot-'em-up makes up for it with its engrossing big-movie atmosphere and big challenge. Highly recommended, it received 90% (and a Mega Blast award) in Mega Power #14.

In the full game, you get to play through lots of varied scenes, such as this one where you attack an AT-AT Walker.



Another scene from the full game shows some X-Wings in attack formation. Reviewed in MP#14, the excellent *Rebel Assault* earned 90%.



An imperial Star Destroyer moves slowly across the screen. This is just some of the FMV sequences from the game.

GET ON THE CASE

Our special cutout inlay lets you store your demo disc with style in a proper CD case. The inlay has been designed to fit either slimline jewel cases (as used by singles) or standard ones (albums).

For a slimline case, simply cut around the RED dotted line, score along the red fold lines and there you are. For a standard jewel case, cut out the inlay, score along the centre fold, put it in the case and trim off the excess (the GREEN crop lines are there to help you).

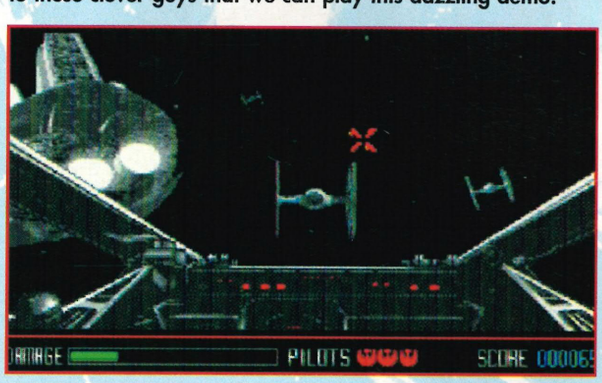
OVERSEAS READERS

You can obtain a copy of the Rebel Assault demo by ordering it directly from Mega Power. Just write a cheque for £3.95 sterling, made payable to Paragon Publishing Ltd, and send it to: Mega Power #15 CD Offer, Paragon Publishing Ltd, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

Alternatively, you can pay by **Mastercard/Visa** by phoning or faxing your order through...

Tel: +44 202 299900, Fax: +44 202 299955.

The LucasArts logo introduces the blistering action. It's thanks to these clever guys that we can play this dazzling demo.



Again from the full game, this TIE Fighter 3-D blasting section is featured on the SEGA PRO CD demo – buy it today!

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Dixons

THE DEMO

Mega Power proudly presents a playable demo of JVC's stunning shoot-'em-up *Star Wars: Rebel Assault*. Thrill as you witness the spectacular introduction sequences comprising FMV clips from the Star Wars movies and animated scenes with spoken dialogue. Get ready for the ultimate challenge as you, Rookie One, shoot it out with enemy Stormtroopers in the labyrinthine caverns on an icy planet. Kill or be killed as you aim your laser gun, using quick reactions to dodge enemy fire. May the force be with you...

CONTROLS

D-pad: Moves your targeting cursor around the screen.

Button A: Fires your laser gun. Blast away as much as you like.

Button B: Hold this down and move the D-pad LEFT or RIGHT to shuffle sidewards.

CREDITS

Many thanks to JVC, Marubeni and Lucasfilm for all their cooperation.
Special thanks to Gavin White and James Beavan.

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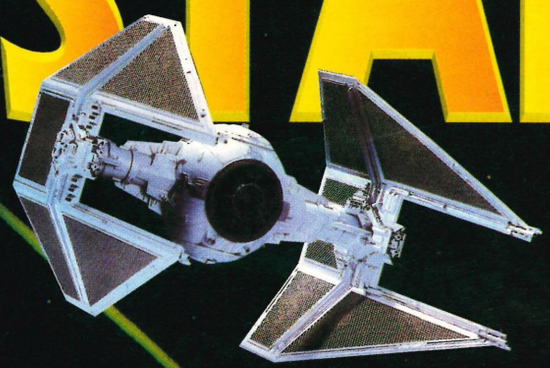
SEVEN

MEGA POWER PRESENTS
STAR WARS: REBEL ASSAULT
PLAYABLE DEMO
MEGA POWER STARWARS REBEL ASSULT DISC 7

7

REBEL ASSAULT

STARWARS



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In conjunction with Marubeni, JVC and Dixons, Mega Power is offering 2,500 Star Wars MicroMachines models – absolutely free to our readers! As authentic replicas of the vehicles seen in the movies, they're great fun to play with and act out your favourite scenes.

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You'd better be quick though. There are a limited number of MicroMachines models available and demand is sure to be high, so get down to Dixons today and claim yours before stocks run out!

Dixons

IMPERIAL AT-ST (CHICKEN WALKER)

Type: All Terrain Scout Transport
Weapons: One Twin Blaster Cannon, One Twin Light Blaster Cannon, Concussion Grenade Launcher
Number of Crew: 2
Passenger Capacity: None

IMPERIAL AT-AT

Type: All Terrain Armored Transport
Weapons: Two Heavy Laser Cannons, Two Medium Blasters
Number of Crew: 3
Passenger Capacity: 40

SNOWSPEEDER

Type: Rebel Alliance Combat Snowspeeder
Weapons: Double Laser Cannon, Power Harpoon
Number of Crew: 2
Passenger Capacity: None

X-WING STARFIGHTER

Type: Space Superiority Starfighter
Weapons: Four Laser Cannons, Two Proton Torpedo Launchers
Number of Crew: 1 Pilot plus 1 Astromech Droid
Passenger Capacity: None

TIE STARFIGHTER

Type: Space Superiority Starfighter
Weapons: Two Laser Cannons
Number of Crew: 1 Pilot
Passenger Capacity: None

IMPERIAL STAR DESTROYER

Type: Star Destroyer
Weapons: 60 Turbolaser Batteries, 60 Ion Cannon Batteries, 10 Tractor Beam Projectors
Number of Crew: 37,085 (9,235 Officers, 27,850 Enlisted)
Passenger Capacity: 9,700 Troops

Just cut out this disc and take it along to your local Dixons store, and if you are one of the first 2,500 through the door, you will receive one of these collectors' items.

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SEGA PRO

SEGA PRO CD

WITH THIS ISSUE!

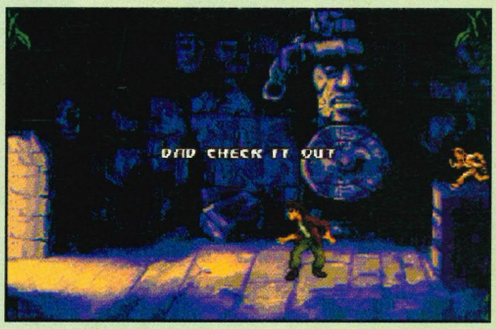
EXCLUSIVE PLAYABLE DISC DEMO OF STAR WARS: REBEL ASSAULT – COMPLETE WITH AN 8-PAGE SUPPLEMENT!

WHICHEVER YOU CHOOSE, YOU JUST CAN'T LOSE!

Yes, SegaPro now comes in two delicious flavours. Jam-packed as always with up-to-the-minute previews, reviews and tips for Mega Drive, Mega-CD, Master System and Game Gear, including a World Exclusive review of EA's FIFA '95! Also, Issue 37 comes with a special 16-page supplement all about FIFA Soccer '95.

if you're a Mega-CD owner, why not try the new CD version of the magazine? Inside it contains all the usual features of the normal SegaPro, but with the added bonus of a dazzling disc demo. Issue 1's cover-mounted CD contains a whole playable section of Star Wars: Rebel Assault.

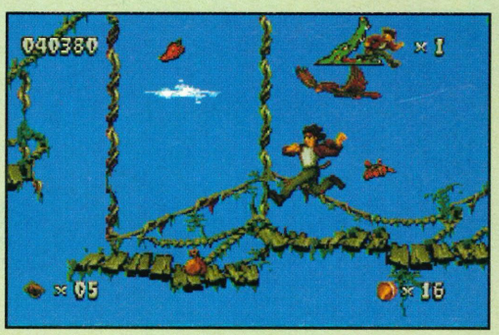
PITFALL



In the animated introduction, Harry Jr goes to show his dad a golden statue in the Mayan temple, but his father's been kidnapped!

Grabbing onto a rubbery plant, Harry can bungee down and spring miles into the air.

One of the classic early video games is set to make a comeback. Mega Power swings back in time...



High above the waterfall, Harry is chased by a huge eagle. That beating heart to his right is extra energy, while the bag contains stones for his sling.

There's something strange going on at the moment. Gamers are getting a sense of *déjà vu* as many games and heroes from the early Eighties are making a reappearance. There's *Donkey Kong Country* on the SNES, arcade classics like *Tempest* and *Battlezone* on the Atari Jaguar, and now *Pitfall* on the Mega Drive and Mega-CD.

This game first appeared on the Atari 2600 console, way back in 1982 – during the first video-games boom. That original version featured blocky graphics and a tiny stick-man hero, but this was 'state of the art' at the time and the simple platform gameplay was very addictive: the game notched up an incredible seven million sales on various formats.

By comparison, the new *Pitfall* adventure looks a world away. To say it's been souped up is an understatement: it's more like converting a Reliant Robin into a Ferrari F40! The original game only used a pitiful 8K of memory – not even enough to make the hero Harry run across the screen in the new version.

The Mayan Adventure looks a very polished product, thanks to the involvement of top Hollywood production teams. The graphics have been created by Kroyer Films, best known fo the award-winning animated film FernGully. President Bill Kroyer worked on such breakthrough animation productions as Tron and Animalympics. He's designed the *Pitfall* game characters with Brian McEntee, art director on Disney's Beauty And The Beast. The result is sumptuous backdrops and incredibly smooth animation of the characters – particularly Harry as he performs a large range of movements. This is complemented by an atmospheric soundtrack created by the Oscar-winning sound FX team at Soundelux Media Labs.

As for the gameplay, although it retains the basic platform jumping and rope swinging that made its early predecessor so popular, it adds far more variety and complexity. The hero, Harry Jr, is on a mission to rescue his dad, who's been kidnapped by a Mayan Warrior Spirit. This involves running, jumping and swinging through the jungle, haunted Mayan temples and rat-infested mines. Through ten nonlinear levels (there are several routes available), Harry encounters over 25 different baddies, such as crocodiles, jaguars, sketetons and fire-breathing statues. Luckily he's armed with a whip, plus a limited supply of sling stones, boomerangs and smart bombs. Harry also gets to bungee jump using rubbery plants, bounce on cobwebs and ride mine trolleys.

Find the special warps and you can reach one of two bonus sections: a 'Simon'-style game where you pull levers in the right order, and an exact replica of the Atari 2600 *Pitfall* game! The Mega-CD version will feature an extra level, plus the usual improved CD sound and presentation.

Harry uses his trusty bullwhip against two attacking jaguars. These vicious animals require quite a few hits to kill.

PITFALL The Mayan Adventure

ACTIVISION
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1 PLAYERS	MEDIUM ACCESS	CONTINUES	INFORMATION
			Activision 081 7429400

PREVIEW

radical REX

Activision's skateboarding tyrannosaurus must be the coolest dinosaur dude ever. Mega Power gets radical...

Not content with completely revamping their classic *Pitfall* game for console release, Activision have come up with a completely new game as well. *Radical Rex* is an action-packed platform romp, starring a skateboarding dinosaur who knows how to chill out and have a good time. This certainly makes a change from the Jurassic Park-style image of dinosaurs as rampaging monsters.

The villain in the piece is a sorcerer called Scriitch. He's got a master plan to wipe out the dinosaurs, using his magical wizard staff to hypnotise the prehistoric population. Somehow Rex has dodged its effects and now sets out to stop Scriitch and rescue his dino mates – including his beloved Rexanne.

This is no easy affair as Rex has to make his way through ten large levels. These feature parallax scrolling for the attractive scenery which includes jungle, swamp and forest areas. There's even a scary trip through a huge dinosaur's insides! Collect enough red jewels on any level and, as with Sonic's rings, you're rewarded with a bonus stage. Here you can earn continues which come in very handy for the hazardous later levels.

To get past the many hostile dinosaurs, birds and mammals, Rex uses a range of cool skills. He can breathe fire, swing from ropes, do jump-kicks, swim underwater and produce screen-shaking roars. Power-ups can be collected along the way, as well as temporary invincibility and the odd extra life.

From what we've seen already, the game oozes humour with a party attitude that's spot on. *Radical Rex* looks all set to be a big hit when it's released simultaneously on Mega Drive and Mega-CD this November. The CD version will feature a special extra level, plus the usual beefed-up soundtrack. It should be a lot of fun.

Ouch! Contact with the many baddies leaves Rex seeing stars and reduces his energy.

(Right) Rex gets that sinking feeling. (Below) One of the secret bonus games you can find.

Hurrah! Our purple prehistoric hero reaches the exit on the current level.

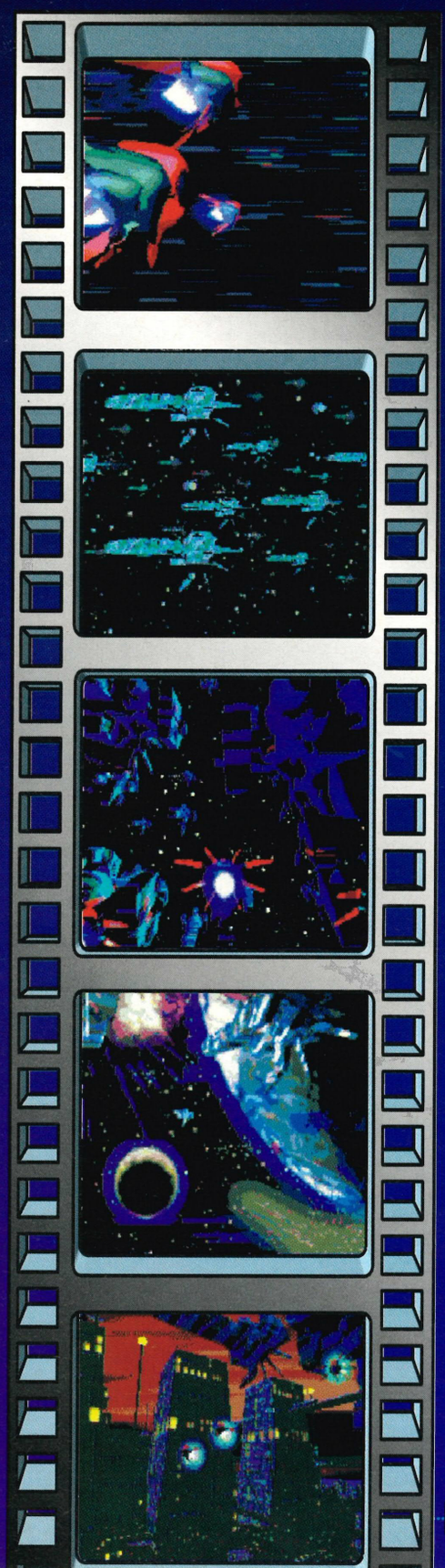
RADICAL REX

ACTIVISION
£TBA
OUT NOV

1-2 PLAYERS | MEDIUM ACCESS | CONTINUES | INFORMATION Activision 081 7429400

REVIEW

SOULSTAR



Can Core's latest blast-'em-up possibly outdo the superlative *Battlecorps*? Mega Power shoots ahead...

Coming from the programmer of the ground-breaking *Thunderhawk*, Mark Avory, a lot was expected of this new Mega-CD shoot-'em-up. A new 3-D game engine was created (also used in *Battlecorps*) for improved colour and speed. It uses the Mega-CD's in-built sprite scaling and rotation capabilities to create stunning 64-colour 3-D graphics. Meanwhile a dramatic orchestral soundtrack accompanies the frantic blasting action. There's no doubting the top-notch technical quality of this game.

Inside the Myrkoid warp-ship, you have to destroy this generator, then activate one of three warps.

The scenario is classic science-fiction as the evil world-destroying Myrkoids swoop on the six planets of the Soulstar system. As the Cryo-commando Bryk Hammelt, you have hunted the Myrkoids for centuries and now you have the chance to destroy them. This story is told via a rendered 3-D introduction with sampled speech.

Throughout the game, you pilot the Aggressor strike craft which automatically morphs into three different attack vehicles to suit the many varied stages. You start off with the Strike Craft spaceship as you approach the Soulstar system. Moving the ship around the screen, you have no control over your general direction as you zoom through space, blasting away at the waves of Myrkoid ships which pour onto the screen. The second stage is a similar, only flying over a planet's surface, while the third takes you back out into space for the approach to the Myrkoid warp-ship.

This is where the first change of vehicle, and game style, occurs. Morphing into the Turbo Copter, you suddenly have full control over your craft as you explore the first 360° stage: the warp-ship interior. You can alter your speed and height as you search for a generator to destroy, before heading for one of three warp gates - aided by a radar scanner. This determines which of three routes you follow in the game, each warp taking you to a different set of stages. Really it's a strange, but effective, way of choosing the difficulty level.

Whichever route you choose, you're confronted with a mixture of linear and 360° stages on various planets, through tunnels, inside buildings and even under water. You also get to control the third vehicle, a two-legged Walker with head-mounted guns. Speaking of weapons, you can

After the brilliant Battlecorps I was really looking forward to Soulstar, and I'm not disappointed in the slightest. In fact, I prefer the no-nonsense blasting action to Battlecorps's more thoughtful, strategic gameplay. Best of all, it's even got a clever two-player mode where your team-mate aims and fires some of the weapons. It's great cooperative fun – all shoot-'em-ups should have a similar feature. I also really like the variety in the game. It's a great incentive to keep playing as you never really know what you're in for next. One minute you're flying in outer space, the next you're piloting a Copter around a 360° landscape, the next you're striding around in a Walker! As for the graphics, they really are gorgeous: the best I've seen on the Mega-CD. The texture-mapped landscapes are packed with detail, while the shaded objects and baddies zoom smoothly in and out of the screen. My favourite bit has to be the excellent Walker vehicle which stomps around so realistically, swivelling its head. It's obvious a lot of thought and hard work has gone into Soulstar, and it's really paid off. If Core keep up this superlative standard, there'll be no-one to touch them on the Mega-CD – come to think of it...

MARK

"...an incredibly atmospheric shoot-'em-up that plays as good as it looks"

switch between a whole range of them, including various plasma bolts, lasers and missiles. Some of these are in limited supply, so you need to collect the power-ups which appear when certain enemies are destroyed.

Other collectables increase your shield or the special-weapon 'accumulator' in two-player mode. Here one player pilots the ship as usual, firing its normal guns, while the second moves a targeting cursor and activates special weapons. The co-pilot can also tactically transfer power from the shields to the weapons and vice versa.

One of the linear stages where you fire away at the enemy ships pouring onto the screen. You can switch between several weapons.

Blasting away with the plasma gun as you approach the huge Myrkoid warp-ship.

It's been a long time coming, mainly due to Core Design's sheer perfectionism, and boy has it been worth the wait. At first sight you'd be forgiven for thinking Soulstar was just another 3-D blaster in the mould of Silpheed and Microcosm, but it's much more than that.

The standard shoot-'em-up sections are frantic fun as you blast away at the hordes of enemy ships with a variety of weapons. But there's also the 360° stages that are more akin to Core's recent Battlecorps, where you have the freedom to explore texture-mapped landscapes. This change of style, along with the switching between vehicles and varied locations, means that Soulstar never suffers from the 'samey missions' flaw of Thunderhawk. It also drastically improves on that game's appearance with high-speed 64-colour graphics that scale smoothly as they zoom towards you: the approach to the gigantic Myrkoid warp-ship is amazing.

A special mention must also go to the brilliant orchestral soundtrack that complements the gameplay perfectly. Cleverly, it's been synchronised with the action: so, for example, when a large baddie appears on screen, it's accompanied by a dramatic musical sequence.

The overall result is an incredibly atmospheric shoot-'em-up that plays as good as it looks and sounds. A must-buy.

PHIL

VARIED VEHICLES

Your Aggressor craft morphs into one of three vehicle-types for the next stage of the game. The morphing process is shown via another wonderful rendered 3-D sequence.

Sub-light Strike Craft

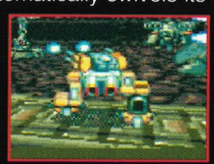
This classic spaceship is what you start out in as you fly through space towards the Soulstar system. Apart from one final 360° section, it's used for the game's 'linear' stages, where you have no control over your speed or flight path.

Turbo-Copter

The bladeless Turbo-Copter is predominantly used for 360° stages, where you have full freedom to explore the level. Unlike the Strike Craft, you can control its speed and can even move in reverse, as well as altering its height on the screen.

Combat Walker

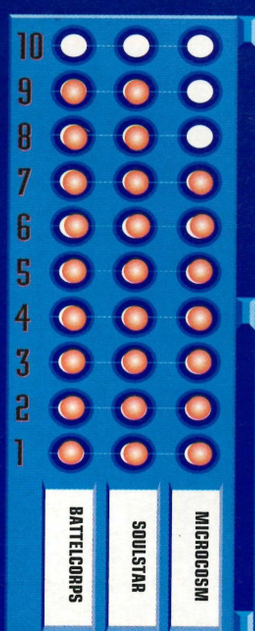
This replaces the original Tank and is a lot more impressive with its smooth walking animation. The Walker automatically swivels its head to aim its guns at nearby targets. It's a bit slow on the ground, but can jump up and even turbo through midair for short periods.



MEGA POWER

MP

"Another top-notch game from Core that really pushes the machine to its limits. Superb 3-D graphics and sound are matched by playable shoot-'em-up action to keep you hooked."



SOULSTAR

CORE DESIGN
£44.99
OUT OCT

1–2 PLAYERS

QUICK ACCESS

CONTINUES

UK RELEASE

GAMEPLAY	92
GRAPHICS	96
SOUND	97
ADDICTION	95

OVERALL
95%

REVIEW

DARK

Paranormal activities, indescribably gruesome for certain realms, prove commonplace in the scary spurter from hell, *Dark Seed*.

After enjoying a preview of *Dark Seed* the other month, you will be forgiven for feeling more than intrigued as to the final result. Does it live up to expectations? Harrowing nightmares may well follow after stepping into the Giger-dome, and only one comes out alive; will it be you? Fantastic artwork by world-renowned HR Giger and challengingly deep gameplay should help seal its success.

Let us introduce you to the star of the show, Mike Dawson. Relocating into a tiny American community, he hopes life will be somewhat quieter, allowing him to work in peace. How wrong he was! The mansion he purchased is full of hidden rooms, secrets and ghouls; even a cold shower and ready supply of aspirin fail to rid Mike of troublesome headaches as he slips closer to the border between good and evil.

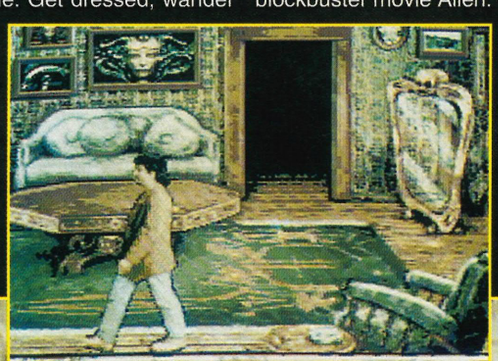
Controlling Mike, you begin the adventure in bed, awaking after a bad night's kip and suffering from a thumping headache. Get dressed, wander through the dank corridors and study abstract artworks using a point-and-click control. Continual searching for clues and items is a little tiresome at first, but after a couple of hours deciphering a few clues the ongoing hunt is uncontrollably addictive.

That 'just one more go' syndrome soon hits home and the more you search, the more there is to discover. The main point to remember is that for every action there is a reaction, and stealing a gun from the police station will result in a heavy hand, or sledge hammer if they really mean business, knocking on the door.

In close proximity to Mike's mansion is an eerie graveyard. Soon finding not everything is what it seems, a hidden exit leads to all manner of helpful clues. The damp mausoleum is only accessible after a trip to the library, and the library is at its most useful after a careful study of the concrete tomb. And so the journey continues, all the time surrounded by remarkably well-digitised Giger artwork and howling CD-quality music.

If you missed the preview of *Dark Seed* or simply want to know more about the way-out artist, a few words...

A fine example of Giger's most famous work is blockbuster movie Alien. Commissioned by director Ridley Scott, Giger created the ugliest, scariest and most haunting creature ever to grace the big screen. Ugly and extremely deadly, the wonderful beast scared any living daylights out of everyone, and even a

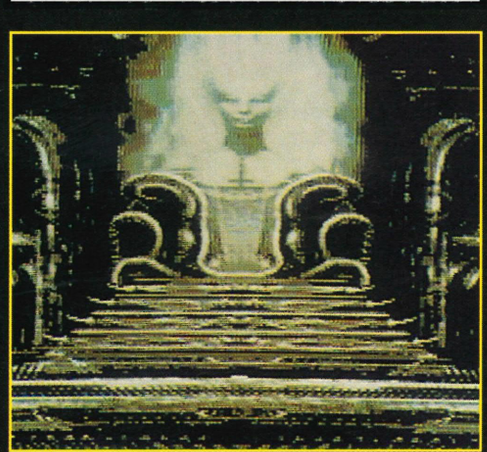


I absolutely adore *Dark Seed* with its harrowing atmosphere and unforgettable works of art superbly translated into, of all things, a massively playable video game. What a treat. The first time I played *Dark Seed* was to have a bash on the Amiga 500 version; what a chore. Constant disk swapping (about 10 in all) was too much and the CD32 version was a blessing on a disc.

And now for the Mega-CD rendition. Well, as expected, due to the machine's limited palette there is a slight loss in the quality of the graphics. But it is only slight, with the gloomy backdrops still retaining their spine-chilling atmosphere. Meanwhile the CD soundtrack is as good as the CD32's with plenty of spooky music and a fair amount of speech. As for the gameplay, it's virtually identical, ie excellent.

I'm sure you will agree, after buying and playing *Dark Seed*, that it's a work of art in its own right. Everything is filled with a dread and fear previously unknown to the Mega-CD format, and the knowledge that the gameplay is on a par with the graphics should be enough to convince anyone into at least having a bash. Dare you miss out?

JASON



Oo-er, this looks a bit spooky. Stop hiding behind that cushion and decide what to do! This dark dimension is very weird.

SEED

roadshow under the Alien guise is touring worldwide which invites you to participate in a mock Alien encounter.

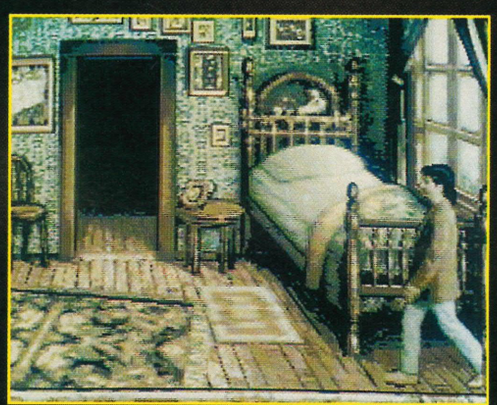
So how did the relationship between Cyberdreams and Giger originate? With difficulty, as any of the dedicated team who worked on the mammoth project will tell you. Persuading the unusual creator to release a substantial amount of work was one thing, but putting it into digitised form, losing little or no impact, was tremendously difficult. Giger oversaw everything and insisted original work only to be used. This, as you can imagine, caused problems and a restructured budget and deadline soon surfaced.

...everything is filled with a dread and fear previously unknown to the Mega-CD Jason Johnson tastes the misery.

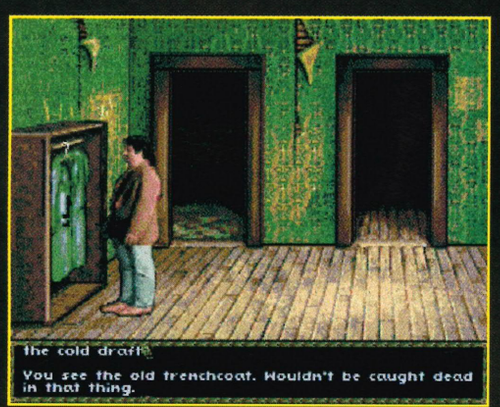
This is one CD game I was awaiting with even more eagerness than usual. I'd been impressed by the excellent CD32 version, so I wondered if the same standard could be achieved on Mega-CD. Well, fear not, because this version is just as good.

It really is one of the best adventures I've ever played. The point-and-click control system is dead easy to use and you're soon totally engrossed in what's happening on screen. I particularly like the rotoscoped sprites which move very realistically over the detailed backdrops. Of course, things really start happening when you enter the dark dimension and witness the full horror of Giger's artwork – it really is scary! Add an eerie soundtrack and you have one spine-chilling experience. Horror-movie and adventure fans alike will love Dark Seed. As Nick Ross would never say, do have nightmares!

PHIL

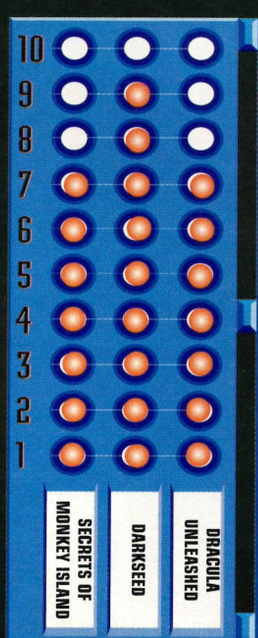


Hmm, I wonder if there are any strange goings-on in the bedroom? Nah, Mike's always got a splitting headache!



MP

"Easily the scariest game on the Mega-CD, thanks to Giger's wonderful artwork. This is also a top-notch adventure to keep you completely hooked until you finish it."



DARKSEED

CYBERDREAMS
£TBA
OUT SEPT

GAMEPLAY	86
GRAPHICS	92
SOUND	88
ADDICTION	91

OVERALL 90%

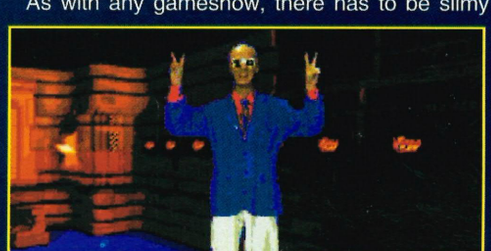
REVIEW

MEGA RACE

When the presenter of Mindscape's virtual reality gameshow said, "Come on down!", Mega Power couldn't resist the challenge...

If you thought Scavengers was an exciting TV programme, you must be raving bonkers! But fear not, because not all futuristic gameshows are the same. *Mega Race* is a top-rated show in the 21st century, where 'lucky' contestants are invited to enter the deadliest motor race ever devised. Here the cars are armed to the fenders, and the losers get blown to high heaven. Well, sort of – for this all takes place in virtual reality, so no-one really comes to any harm.

As with any gameshow, there has to be slimy host, and *Mega Race* has possibly the slimiest of them all. Lance Boil is a hyperactive host with a mouth that motors faster than the cars. You get to see this annoying chap in FMV sequences before each race as he introduces the show and gives you the full rundown on the race rules.



Gameshow presenter Lance Boil is a wacky chappie who appears before each race.

Then it's into a choice of three supercars (more become available as you win races) and out onto the first of 15 circuits. The race action perspective is from just behind your car as it zooms around the tortuous tracks – some of them even loop the loop. Silicon Graphics workstations were used by the French programmers Cryo to create some stunning rendered 3-D backdrops.

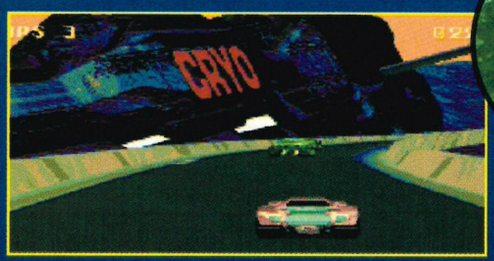
As you zip along, the aim isn't just to finish first in the three-lap race. This won't earn you many 'thrill' points from the easily bored TV audience. They want thrills and spills, so the best idea is to ram opponents' cars into the side wall or blast them with your guns. You also need to keep an eye out for the occasional power-ups that appear on the road to repair your car's damage and give you extra ammo. Get destroyed and

It's easy to see that a lot of work has gone into Mega Race – it's taken an awfully long time to put the Mega-CD version together. This has resulted in some memorable visuals such as the excellent 3-D track backdrops which scroll smoothly as you race around, and the top-notch FMV scenes of presenter Lance Boil (even if he is very irritating!). The trouble is, it seems not as much attention has been given to the gameplay. And, let's face it, that's what counts. The idea of racing in a virtual gameshow is intriguing, but the 'races' soon deteriorate into simple one-on-one blasting with rival cars. It's very reminiscent of Crash 'N' Burn on the 3DO, but not as playable – and even that title was more notable for its visuals than its gameplay.

Mega Race isn't altogether bad and the graphics are definitely worth seeing, but the samey action won't keep you hooked for very long – particularly as it's so easy to progress through the levels.

PHIL

you must win a special 'last chance' race to continue in this gruesome gameshow.



Racing around one of the 16 tracks. The rendered 3-D backdrops scroll smoothly as you move around the circuit.

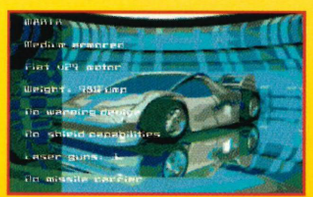
Battling it out with computer cars is important if you want to earn those all-important thrill points from the bloodthirsty TV audience.

My first impression of this 'virtual experience' was one of disappointment at its lack of playability. There seems to be confusion as to what the point of the game is: do you bother racing or do you just go all out to destroy your opponents? This is compounded by a shortage of gun ammo and some dodgy sprite collision when you try and ram other cars.

However, after playing for a while I realised that by holding your fire until really close up behind the opponent, his energy drops a lot quicker when you do blast away. This technique allowed me to jump through several levels, and using the RAM save I soon won a prize for my efforts. Perhaps a bit too easily.

Mega Race is a classic 'fun for a while' title. The glossy presentation is superb, but the gameplay isn't on a par. If only more time had spent refining the action, this could have been a great game. As it is, I can't recommend it.

JASON



COMBAT CARS

You have the chance to switch cars before each race, choosing from a range of eight vehicles. However, some of these only become available when you've won several races.

MEGA POWER

MP

"This virtual reality gameshow is a great idea and features some superb presentation. Sadly, the lacklustre gameplay doesn't measure up to the graphics."

10 9 8 7 6 5 4 3 2 1

HEAVENLY SYMPHONY | MEGA RACE | JAGUAR XJ220

MEGA RACE

MINDSCAPE
£44.99
OUT SEPT

1 PLAYER | MEDIUM ACCESS | SAVE GAME | UKK RELEASE

GAMEPLAY	70
GRAPHICS	90
SOUND	87
ADDICTION	60

OVERALL
68%

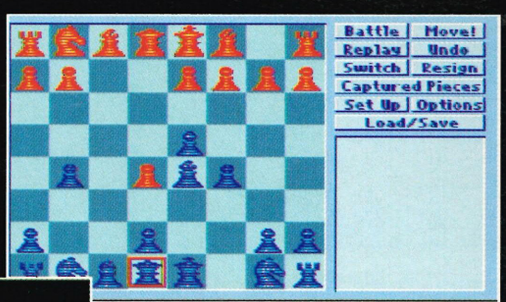
REVIEW

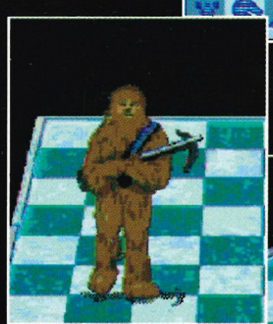
STAR WARS CHESS

For thousands of years, people have played chess with carved wooden pieces on ornate boards, but now according to Mindscape it's time for a change. Their new chess game – the first ever on the Mega-CD – lets you play with a whole set of Star Wars figures! There's the Rebel Alliance on one side, with Luke Skywalker, Princess Leia, Chewbacca and eight R2D2 pawns. On the other side, the black pieces are played by the Empire forces, including Stormtroopers for pawns, the Emperor and Darth Vader (somewhat embarrassingly as the queen!).

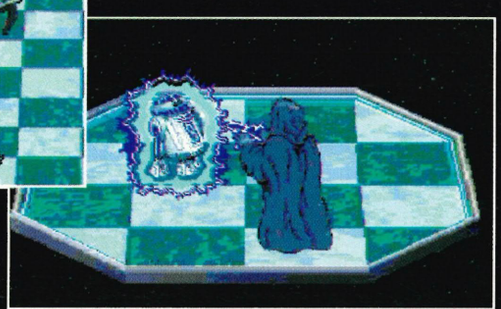
Not only do you have the pleasure of moving these figures, but every time a piece is taken, an animated battle sequence is shown. This is amusing at first, watching Chewbacca wrestling with a Stormtrooper, or Darth Vader knocking out R2D2. But after a few goes, once you've seen them all, these scenes become an irritation and I found myself switching to the standard no-frills 2-D board. Even more annoying is the shamefully short snippet from the Star Wars theme tune when you get your opponent in check.

The chess itself is okay, with a decent challenge provided by the computer on the harder skill levels. But at the end of the day you're paying over 40 quid for a board game with bells on. Ardent Star Wars fans may still be tempted to go out and buy this just to add to their collection, but I'm sure the Force would wisely guide them well clear of this substandard licence. You'd be much better off buying a proper board and pieces – or at this price, even one of those electronic chess computers!

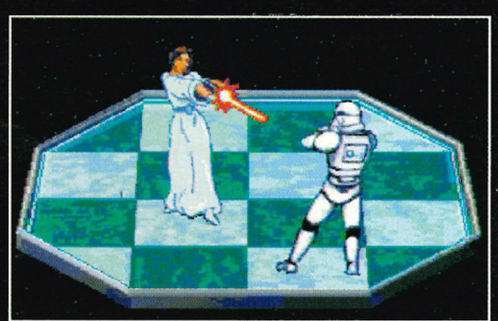


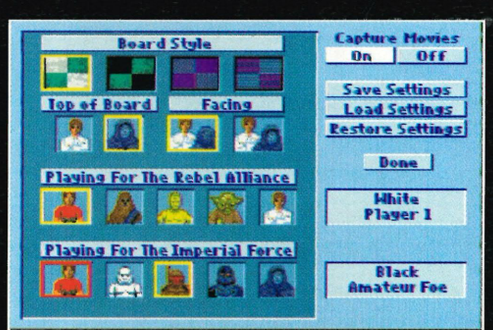


If you get bored of seeing the animations (and you will), you can switch to a standard 2-D view.



In the proper Star Wars mode, you get to see an animated battle sequence every time a piece is taken. Aw, R2D2's just been zapped!





MP

"Oh dear. This is nothing more than a novelty. The animated battle scenes soon get tiresome, so you end up with an overpriced game of standard chess."

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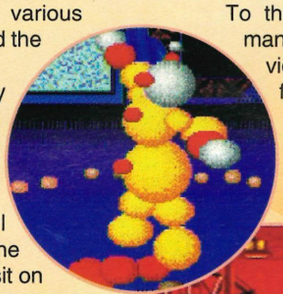
REVIEW

BALLZ

Accolade's wacky beat-'em-up promises a whole load of spherical fun. Mega Power plays ball...

The title may sound strangely amusing, and that's exactly what this game is. It's a classic one-on-one beat-'em-up à la *Street Fighter II*, *Mortal Kombat II* and a million more. However, there's never been quite like this before. The game name refers to the way the fighters are completely made up of balls. This enables them to perform amazing and often hilarious manoeuvres, seen from various angles as the 'camera' moves around the 3-D arena.



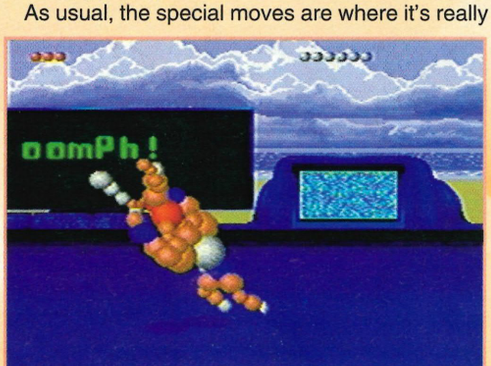
In *Ballz* a crazy ball-juggling guy known as the Jester has set up a combat competition for the fighters with the most, erm... balls. There are eight varied characters to choose from, ranging from a graceful ballerina who pirouettes around the arena, to a burly rhino who loves to sit on his opponent's head! In the one-player game, you must defeat the 'normal' fighters to reach even stranger bosses, including a giant tyrannosaurus rex.

As mentioned, all the fighters are composed of balls. This means they can even throw bits of themselves at the opponent – such as Boomer the clown's hilarious Head Hurl. They also stretch their spheroid features to perform Dhalsim-style long-distance punches and kicks. Various types of these are accessed by combining button presses with D-pad directions – surprisingly there's no six-button joypad option.

As usual, the special moves are where it's really it. Each fighter has a unique range – most not detailed in the game manual, so you have to discover them for yourself. And they are some of the most bizarre moves ever seen in a beat-'em-up. For instance, Boomer can 'self-destruct' in a shower of balls, the ballerina Divine spanks adversaries, and Yoko the monkey even performs a Stun Fart to temporarily daze the opponent!

To the accompaniment of mad laughter, manic music and rude messages on the video screens behind the arena, the fighters knock seven 'balls' out of each other. The balance of power is indicated by the usual energy bars at the top of the screen – when you reach zero, you're shattered into your component balls!

▲ Boomer the clown unleashes a long-range stretch kick againt Divine the ballet dancer.



Interesting innovations to the gameplay include the way you can taunt your opponent to increase the damage of the first subsequent hit by either fighter. It's a bit of a gamble, but worth a try if you're desperately low on energy. Alternatively you can beg for mercy to replenish some power – but leaving you vulnerable to attack in the process.

There's no doubt *Ballz* has plenty of originality and humour to really grab gamesplayers. But underneath, does it have what it takes to challenge the likes of *Mortal Kombat II*?

This is certainly a refreshing change from all those tough macho beat-'em-ups – much as I love them. It's nice to be able to chuckle along to the on-screen action, even if the joke's on you, instead of snarling viciously at your opponent. Nevertheless, it's competitive stuff as you try to shatter each other – especially when both players' energy levels get really low. This is the time when you start begging for mercy to restore lost energy, before quickly getting back up to kick your opponent where it hurts! Moves like this had us all in hysterics, including special ones such as Divine's saucy spanking and Crusher's oh-so-painful Horn Heave!

The gameplay's not half bad either. Apart from the usual beat-'em-up moves, there's even a wrestling-style grappling bit when the fighters get close. It's a battle of wills as both players rapidly hammer their punch buttons to try to win the grapple and execute a special move.

The only downside is the lack of challenge in the solo game – some of the computer fighters are a bit dumb, walking straight into your repeated attacks. However, the two-player mode is a great deal of fun.

MARK

GLOBULAR GLADIATORS

The eight fighters available have only one thing in common: their balls. Otherwise they're completely different characters, each boasting a range of bizarre special moves (many of them secret).

BOOMER

This clown will do anything for a laugh, but he ain't no joke. Giggling incessantly, he has great fun hurling his head at opponents and can even 'self-destruct', exploding in a shower of tiny balls!

SPECIAL MOVES

Left Handstand Kick: Boomer flips into this powerful kick.
Head Hurl: Takes off his head and throws it.
Jack-in-the-Box: Fires his head up to repel aerial attacks.
Self Destruct: Explodes into balls before re-forming.
Plus 4 more...

BRUISER

The big muscleman has brawn rather than brains, relying on power punches to bruise his adversaries. He can even turn himself into a sort of spinning tornado.

SPECIAL MOVES

Cartwheel Left/Right: Bruiser athletically cartwheels to produce a huge impact.
Slide Tackle: Worse than Vinny Jones.
Torqueno: Transforms into a whirlwind to put opponents in a spin.
Plus 11 more...

CRUSHER

This rhino may be a little slow, but he makes up for it with his powerful kicks and punches. His specialities include charging opponents and sitting on their heads.

SPECIAL MOVES

Charge: Puts his head down and runs right at the opponent.
Pummel: Grabs the adversary and kicks his head in.
Underhand Horn Heave: Uses his sharp horn to lift opponents – ouch!
Plus 8 more...

DIVINE

Aw, what a graceful sight as this beautiful ballerina pirouettes around the arena. She's meaner than she looks though, specialising in fast aerial kicks and throws.

SPECIAL MOVES

Flip & Throw: Grabs opponent and throws them into the air.
Spanking: Bends her adversary over and smacks their botty!
Cartwheel Head Scissors: Grabs opponent's head with her feet and flips them over.
Plus 9 more...

KRONK

This wacky caveman just loves to go clubbing... everything in sight with his hefty weapon! A good all-round fighter, the dirty swine can also spit at opponents.

SPECIAL MOVES

Overhead Club: Jumps towards enemy and clobbers them.
Lobber Loogie: Spits a white ball at the opponent.
Tee Off: Nails opponent into ground, then whacks their head into the distance!
Duck, Dive & Roll: A quick way to get close up to the opponent.
Plus 6 more...

TSUNAMI

The Japanese Sumo wrestler is as fat as they come, and uses his weight to squash his enemies. As well as power punches and throws, he can do a neat belly-butt.

SPECIAL MOVES

Belly Charge: Runs towards opponent with his belly sticking out.
Flying Somersault Kick: A surprisingly agile move as he jumps into the enemy.
Morph: The big man can transform into another fighter.
Plus 5 more...

TURBO

The puniest character of them all, this weakling has the advantage of high speed. He can also hover in midair to deliver effective aerial attacks.

SPECIAL MOVES

Charge Flip Kick: Turbo flips himself over for a devastating kick.
Flying/Hover: Once airborne, he can fly around the screen.
Super Blow: Takes a deep breath and blows his opponent over.
Plus 4 more...

YOKO

A deranged ape who gets up to all sorts of monkey business. It doesn't matter whether he's in the jungle or not – he can still swing on imaginary poles and ropes!

SPECIAL MOVES

Backflip: Yoko flips right round to kick the opponent.
Grab Pole & Swing: Hangs from imaginary pole, then swings around the arena.
Stun Fart: Erm, Yoko squats down to unleash a stunning 'blow'!
Plus 13 more...

MEGA POWER

MP

"A playable beat-'em-up jam-packed with humour. The 3-D graphics are great and it also contains some neat gameplay innovations. A lot of fun."

REVIEW

Can sports experts Electronic Arts break Pete Sampras's tennis game racket? "Quiet please", says Phil King...

IMG INTERNATIONAL TOUR TENNIS

It's an amazing fact that this is EA's first tennis simulation on the Mega Drive. They've inundated us with top-notch gridiron, ice-hockey and soccer games over the last few years, and now at last they've served up a treat for tennis fans. Of course, it's bound to be closely compared to Codemasters' *Pete Sampras*. And rightly so: that game set new standards for tennis sims with its excellent playability and instinctive controls which enabled you to perform a vast range of subtle shots.

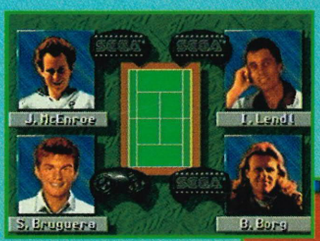
Well, let me tell you now that EA's effort is a completely different kettle of fish: a sort of Ivan Lendl compared to John McEnroe. You see, it isn't as flamboyant or immediately likeable, but it has hidden depths and subtleties that you come to admire over time. Talking of Lendl and McEnroe, they're both here – alongside 30 other real players, ranging from veterans such as Rod Laver and Ken Rosewall to upcoming youngsters you've probably never heard of.

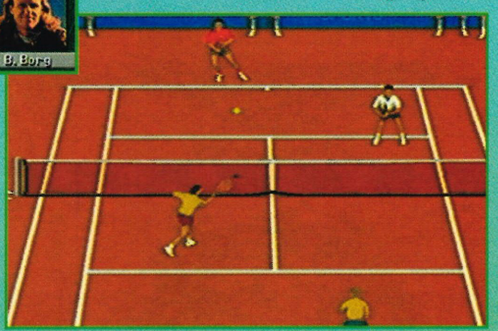
It's a far more complex and realistic simulation than *Sampras*. EA even employed the talents of Vic Braden, the director of a Californian tennis college, to ensure the game's tactical authenticity. Vic himself makes an appearance in the extensive training mode. And believe you me, you certainly need all the practice you can get. This game is devilishly difficult to get into. At first, it's hard enough trying to get the ball back over the net, never mind placing your shot and applying spin. You have to be very accurately positioned on the court and then time your swing to perfection.

This trickiness could put a lot of players off, but persevere and you're rewarded with a very satisfying game of tennis. Using the three buttons you can access a wide variety of shots, including lobs, slices and drop shots. You can even choose your basic strategy, eg serve and volley. Due to the amount of skill involved, there's always new things for you to learn – just like the real thing. It reminds me a bit of *Sensible Soccer* in this respect, although that was never this hard!

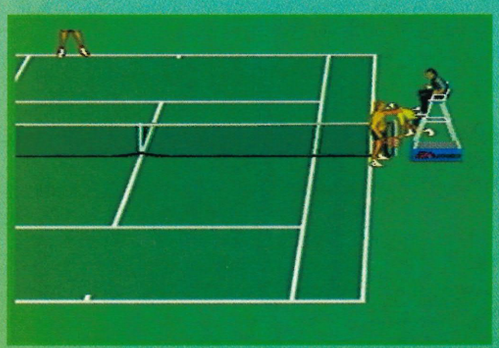
Get really good and you can enter the international tournaments (played on various surfaces) or go on the official world tour. You can see great shots again on instant replay, argue calls with the umpire, and save your position to battery backup. Unsurprisingly, there's also compatibility with EA's 4 Way Play adaptor for four-player doubles matches.

So is it better than *Pete Sampras*? Well, no. It certainly isn't as polished graphically and nowhere near as easy to get into. If you prefer unadulterated arcade action, I'd definitely advise you to go for *Sampras*. However, tennis buffs should appreciate the detailed realism of *IMG International Tour Tennis*. Very tricky, but it does grow on you... eventually.





Anyone for tennis? Plug in an EA 4 Way Play joypad adaptor and you can join three mates in a fun doubles match.



Just like in *Pete Sampras* you can argue with the umpire if you don't like the call. Especially if you're playing as John McEnroe!

MP

"A completely different ball game to *Pete Sampras*, this is more of a serious simulation. Its trickiness could put many people off, but it is very realistic."

10 9 8 7 6 5 4 3 2 1

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IMG INTERNATIONAL TOUR TENNIS

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GAMEPLAY	75
GRAPHICS	64
SOUND	71
ADDICTION	84

OVERALL 80%

FEEDBACK

After last month's cover disc problems, the Mega Power mailbag was bulging with people asking what happened. So the least we can do is answer them. If you have any point to make about the magazine (even complaints!), the Mega-CD, or anything else, please do write in. Send your letters to:

Feedback, MEGA POWER, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

REPEAT RIP-OFF

Dear Mega Power,

I have just received my copy of Issue 14. After the initial shock of how thin it was, I then find the CD on the front has two games you've published earlier on two separate CDs.

I have looked through all the previous Mega Power issues (I have them all) and I can't find an issue with less than 65 pages. Issue 14 has just 36. With this and the CD cover in mind, I would have thought the price would have been reduced.

I hope, as I'm sure a lot of readers will, that this was just a mishap and the magazine goes back to its normal brill issues.

Mr DJ Bentley, Buttershaw, Bradford

Dear Sir/Madam,

I have been a regular buyer of your magazine, and have enjoyed playing the CD demos you have produced.

But this month's edition was supposed to be *Flashback*. You did apologise for not having it, but did you have to repeat *Battlecorps* and *Soulstar*?

Your magazine is £5, which I do not mind paying but not for repeats, especially as you have put them both onto one CD. I have both of them from previous issues and when I went to get my ORDERED magazine I was really annoyed to see this. I have now paid £15 for demo CDs which are all the same. I would not have bought this issue but had no choice as I get them ordered.

Also this isn't the first time you didn't publish what you said you would. The way this mag has come out the last couple of issues is just conning people who have subscribed or ordered it and have no choice in buying it.

If this is the line your magazine is going to follow then I'm afraid I shall no longer purchase it.

Mr Eric Law, Jeburgh, Roxburghshire

Dear Sir,

With reference to the issue 14, September 1994, of Mega Power. I buy this magazine every month and I was looking forward to receiving the *Flashback* demo CD in the latest issue. All that I got was a copy of previously issued games, and to add further insult the magazine was half size with only 33 pages. A total waste of £4.99 (two weeks of my hard-earned pocket money).

I hope that you can help in some way.

Daniel Shaw, Biddulph, Stoke-on-Trent

Dear Mega Power,

As a regular reader of your magazine I was, as usual, looking forward to this month's issue to see what demos would be appearing on the cover CD. To my dismay, not only do I find that the CD contains two demos of games which appeared in Issues 10 and 11, I also find that the magazine's contents have also decreased from about 66 pages in the beginning to a mere 34 pages now. Yet you still expect to charge £4.99 for a magazine which is nothing more than a booklet with two old demos. As I am unemployed I don't have much spare cash so I have to spend it wisely. I get the magazine delivered monthly from my newsagents so I can't pick and choose which issue I want to buy.

Mr J McCarthy, Wortley, Leeds

Dear Sir,

After buying Issue 4 with the cover-mounted *Thunderhawk*k CD, I immediately took out a subscription to the magazine. Up to Issue 10, I was reasonably happy overall with the 88–98 page magazine.

From the *ground-breaking* Issue 10 which came with the now familiar cover-mounted CD, it seems to me that whilst the content quality has improved, the quantity reduced to 66 pages and now upon receiving Issue 14, to what can best be described as a leaflet. Also from Issue 10, you have had five different contributors/reviewers, and have failed to deliver two CDs in the last two issues, namely *World Cup USA '94* and *Flashback*, due to technical difficulties.

This issue you announce next month's CD as *Rebel Assault*, a CD which I eagerly await. However, my confidence in ever seeing the CD is nonexistent by the audacity of mounting two previously mounted CDs onto this month's issue.

I've two issues left of my subscription; perhaps just enough time to convince me to renew?

Fred Perkin, Newhall, Derbyshire

Dear Mega Power,

I must express my complete and utter disappointment at Issue 14. I'm sure others must agree with me. Whose idea was it to have a wafer-thin magazine with two previous game demos on the front for £4.99 (that is a rip-off!)? And the most annoying thing is you didn't even apologise for it. So I took the mag back. Looks like it's all downhill from here, doesn't it lads?

Firstly there was the demo of *Sensible Soccer* erasing memories and now there was Issue 14. NO FLASHBACK! Although I know it would be difficult getting the demos ready on time and getting them approved by Sega.

OH YES! That reminds me. I have a bone to pick with you. Your sister magazine CD32 GAMER is not an official Commodore publication, so how come they get more on the discs? CHECKMATE!!

You better get the mag back on the road again, otherwise you're going to lose valuable readers.

Austin Smith, Gillingham, Kent

Thank you all for voicing your forthright opinions. We realise that many readers were extremely disappointed with Mega Power Issue 14, and we sincerely apologise to anyone who had already got the two demos concerned.

As previously mentioned, the non-appearance of the planned *Flashback* demo was due to a technical problem that no-one could have possibly foreseen – even the software house, Sony. For some unknown reason, every time the demo data was transferred onto CD, it just wouldn't work at all.

Obviously a game demo takes quite a lot of effort and time to put together, and there was no reason to believe it wouldn't work until this point, so it was late in the magazine's schedule when we realised it wasn't going to be ready for the cover-mount. Unfortunately too late to get a replacement demo programmed and approved by Sega – even though we tried desperately hard to obtain one. So a reluctant decision was made to cover-mount the double *Soulstar & Battlecorps* demo. If we could have done another demo in time, we would have done so, but it just wasn't possible.

The same thing almost happened on Issue 13, when the software house pulled out at the last minute, but on that occasion we managed to bring forward the *FIFA Soccer* demo, thanks to EA's superb cooperation.

As for the reduction in the number of pages, this is because Mega Power is now intended as a supplement to Sega Pro CD, for those avid Mega-CD owners who can't get by with just one demo each month. Subscribers have already received a form enabling them to switch to Sega Pro CD if they wish.

Finally, Austin Smith's comments about CD32 GAMER just aren't fair. As mentioned in a previous issue, no-one needs to have their CD32 games or demos approved by Commodore, so CD32 GAMER doesn't have the same problems we do. They can just stick anything they please onto the disc without worrying, whereas a Mega Power demo has to undergo at least two weeks of stringent testing at Sega in Japan. It's got nothing to do with not being an official Sega publication – even if we were, the demo would still have to be tested and approved.

mega power playing tips

GAME BUSTERS

Our regular tips section returns with a host of hints, cheats and passwords to help you out. Thanks to everyone who sent in tips – please keep them coming! We could particularly do with some more for Mega-CD games. Send all your top tips to GAME BUSTERS, Mega Power, Paragon Publishing, 124 Old Christchurch Rd, Bournemouth BH1 1NF. Remember, the best tipster of the month wins a Mega Power sweatshirt.

ROBO ALESTE
STAGE SELECT

Here's a tip for this Japanese vertically scrolling shoot-'em-up. In the options, set the sound to 3A, level to hard, and CD-DA to whatever stage you want to play. Then press START and B together. If the cheat worked, a continue option will appear: choose this to go to your selected stage.

Nick Ward, High Wycombe

STELLAR-FIRE
STAGE SELECT

A naff 3-D shoot-'em-up, but anyway here's a cheat. Highlight the word 'Normal' on the start-game/difficulty screen. Press A to cycle through the settings until the normal setting reappears. Still holding A, hold C and START. With all three buttons held down, press UP for every level you want to skip - a chime will sound for each.

Stephen Gray, Forfar

SONIC CD
VISUAL MODE

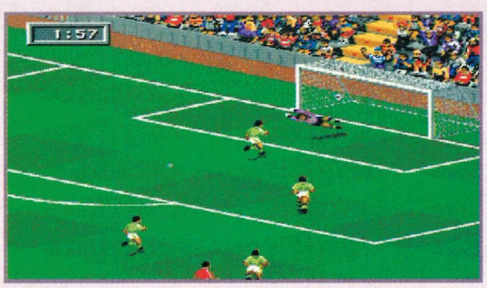
First choose Time Attack and press LEFT to play any on the special stages. After playing the stage, exit back to the option screen. There will be the DA Gardens cheat that we've already printed. But if you press RIGHT, there will also be a Visual Mode where you can see the intro, good and bad ending to the game, and a pencil mode where you can see rough drawings of Sonic.

John Kattri, Smethwick

mega-cd

FIFA
INTERNATIONAL SOCCER
SECRET MODES

Last month we revealed four of the hidden game modes. Here they are again, along with the other four. The codes are revealed when you win the tournament with various teams. However, you don't need to do this to use them. Just go to the option menu and, with the ball at the top of the screen, type in each code. If you have trouble getting it to work, exit the Options menu then re-enter it and try again...



SUPER KICK
Increases the size of the power bar by 25% for bigger kicks, passes and shots!
Press B, A, then B eight times.

INVISIBLE WALLS
The ball can't go out of bounds (it bounces back if shot over the lines) – try clever ricochet shots!
Press C three times, B, A three times, B.

CURVE BALL
Aftertouch is exaggerated for super-bendy banana shots – just watch them swerve.
Press B, A, C, B, C, C

CRAZY BALL
The ball physics are changed, so it behaves unpredictably – it really is crazy!
Press C, A, B, C, C, B, A, C.

SUPER GOALIE
Turns goalkeepers' attributes up, making it harder to score.
Press A five times, then B five times.

DREAM TEAM
Makes the user's team near-unbeatable by turning up all the players' attributes.
Press A twice, B twice, C twice, A twice.

SUPER OFFENCE
Turns up the offensive attributes for the user's team.
Press A five times, B, C.

SUPER DEFENCE
Turns up the defensive attributes for the user's team.
Press B five times, C, B.

PETE SAMPRAS
TOUR PASSWORDS

1	START
2	CAR
3	VEGAN
4	STAR
5	LCD
6	WALL
7	SINKORSWIM
8	SHELF
9	WINDOW
10	POOL
11	LUCKY
12	HOUSE
13	CUE
14	DURHAM
15	JUMPING
16	HAPPY
17	MEGA
18	PLAYPETE

PLAYING PETE

A little tip for playing against Pete Sampras is that doesn't like drop shots followed by lobs.

John Marshall, Chester-le-street

DUNE II
TACTICS

- When being attacked, watch from which direction the enemy approaches. From this you can tell in which direction their base is.
- Never attack the front of an enemy base – take a very wide sweep around to the rear instead.
- When fighting the Atreides, they never attack first – only when provoked. So only launch an attack when your base is of the utmost standard.
- Always use an absolute minimum of four refineries.
- The defensive wall isn't very effective, so always use it two or three layers thick, with tanks on the outside.
- Use trikes and quads for reconnaissance, tanks for fighting enemy units, and launchers for bombarding enemy fortifications.
- When attacking an enemy base, try to destroy the structures in the following order: turrets, construction yard, tank factory, repair yard, space port, barracks, wind trap, outpost, palace, hi-tech, refineries, silos. Only the turrets that have a line of sight to the route by which you're attacking need to be destroyed – don't waste time on the others.
- If possible, attempt to put an MCV/construction yard on the same bedrock as the enemy base. Then build a wind trap and tank factories (don't bother with foundations) as this saves time instead of sending tanks from your main base. Even better is to place an MCV/yard on the enemy's concrete slabs, as this uses their power and allows you to hinder them by putting turrets, walls etc in the middle of their base.
- Only put short-range turrets on the part of your base the enemy is attacking, but use them as a wall in that area.
- In the later levels, the enemy use two bases so look for the tell-tale construction yard in their main base.
- NEVER use your launchers to fight any enemy units as they never hit – but the enemy will kill your launcher.
- It is sometimes useful to build a couple of MCV/yards in your main base to speed up construction and repair.
- A space port carries no real advantages as it does the same as a vehicle factory except more expensively – although sometimes bargains may be found.

Adam Roberts, Mid Glamorgan

MARKO'S MAGIC FOOTBALL
PASSWORDS

A neat little platform game with a novel idea of kicking a ball around. Here are the passwords (note that not all levels have them)...

The Cellars:	HAUNTING
The Sewers 2:	GUNGETNK
Industrial Zone:	GARAGE
Suburbia 3:	TRAFFIC
The Forest:	ELF
The Forest 2:	BARREL
Toy Factory:	WINDUP

THE FLINTSTONES
LEVEL SELECT

Yabba dabba doo! Here's a level select to let you zip through Bedrock. On the title screen, hold A, B, C and LEFT together. Let go and press START. Now press the D-pad to skip levels.

Sadie Lunn, Tunbridge Wells

STREETS OF RAGE II
LEVEL SELECT

A quick cheat for this old favourite. Hold down A and B on the second joypad when selecting options to access a level select, extra lives and two extra difficulty levels.

Nathanael Page, High Wycombe

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NEW! The Sega Spot - Cheats, News, Hot Tips.....0891 445 933
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NEW! The Super Nintendo Games Line 0891 445 913
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Mega POWER

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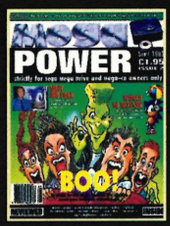

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Packed second issue containing an exclusive interview with Sega head honcho, Nick Alexander; first look at Sega World; previews of EA's many Christmas releases, including *EA Soccer, James Pond 3* and *Super Baseball 2020.*

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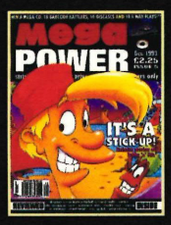
The programmer of Ottifants gets a grilling. US Gold's first attempt at a Sega chopper flight sim is taken for a whirl. And are film licences all they are cracked up to be? Reviews this issue include *Chuck Rock 2, Fantastic Dizzy* & *Jurassic Park.*

ISSUE 4 ● £3.95

This ground-breaking covermounted issue is now sold out. However, you can still obtain the legendary *Thunderhawk* cover demo. Play the first level of this superb Mega-CD game – it's awesome.

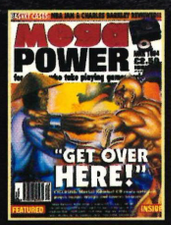


ISSUE 5 ● £2.80

We bring you an exclusive preview of Core's *Bubba 'n' Stix*, a feature on imported games, plus the big review match between *FIFA International* and *Sensible Soccer*. On Mega-CD we review *Microcosm* and *Lethal Enforcers.*

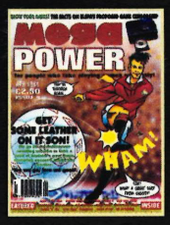
ISSUE 7 ● £3.05

A 16-page pullout tells you everything you need to know about the Mega-CD with reviews of all the games available for it. We also preview *Ground Zero Texas.* Plus Mega Drive previews of *Sonic 3, Virtua Racing* and *Castlevania.*



ISSUE 8 ● £3.05

We fight to bring you an exclusive preview of *Mortal Kombat* on Mega-CD. It's also the battle of the basketball games with *NBA Jam, NBA Showdown* and *Charles Barkley – Shut Up And Jam!* all reviewed. Plus our American CES report and a feature on sex and violence!



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We kick off with a preview of footy sim, *Ryan Giggs' Champions*, plus exclusive interviews with top programmer Dave Perry and Right Said Fred, and the complete guide to four-player games.

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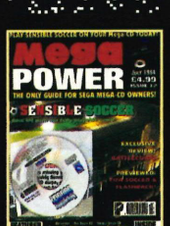
Play the first three stages of Core's ace 3-D shoot-'em-up *Soulstar* on our cover demo. Then check out the preview inside, plus reviews of *Third World War, Tomcat Alley* and *Powermonger.*

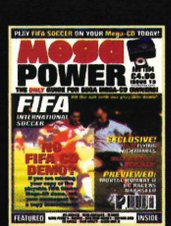
ISSUE 11 ● £5.05

Play the whole first level of 3-D blaster *Battlecorps* on the coverdisc. Read the special game report inside, plus reviews of *Sensible Soccer, Mortal Kombat, Dark Wizard,* and *Wing Commander.*



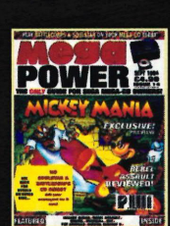
ISSUE 12 ● £5.05

Get on the ball with our playable cover demo of *Sensible Soccer CD.* Pass to our previews of *Fifa Soccer CD* and *Flashback CD*, then score with reviews of *Battlecorps* and *F1 Heavenly Symphony.*



ISSUE 13 ● £5.05

Score every time with our special playable demo of *FIFA International Soccer.* We also hit the net with previews of *Flying Nightmares, BC Racers, Dark Seed* and *Mortal Kombat II.* Yesss!



ISSUE 14 ● £5.05

Enjoy the special double demo of *Battlecorps* and *Soulstar* (same demos as previous issues). We bring you an exclusive preview of Mega-CD *Mickey Mania*, plus a full review of *Star Wars: Rebel Assault.*

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DISC 1: THUNDERHAWK DEMO

Fly two full missions of Core Design's ground-breaking Mega-CD helicopter blast-'em-up and then sit back and watch eight demo scintillating missions. Drool over the graphics. Be amazed at the action. Live the experience. Note that although MP#4 is sold out, the *Thunderhawk* demo is still available!

DISC 2: PSYGNOSIS DEMO

Enjoy three great Psygnosis games on the one disc! See a rolling demo of the 3-D shoot-'em-up Microcosm. Chase wabbits galore in the playable demo of the hilarious Wiz 'n' Liz. And, last but not least, play the first level of the cartoon arcade adventure Puggsy.

DISC 3: SOULSTAR DEMO

Play the first three stages of Core Design's phenomenal space shoot-'em-up. You go from deep space, onto a planet surface and then back out to space. A graphical masterpiece with great action and superb sound effects.

DISC 4: BATTLECORPS DEMO

Play the whole huge first level of Core's stonking 3-D shoot-'em-up. Strap yourself into your Walker and stride through battlefield mayhem as you're attacked by robotic enemies from all sides. Enjoy the funky soundtrack as you blast them to bits in spectacular explosions.

DISC 5: SENSIBLE SOCCER DEMO

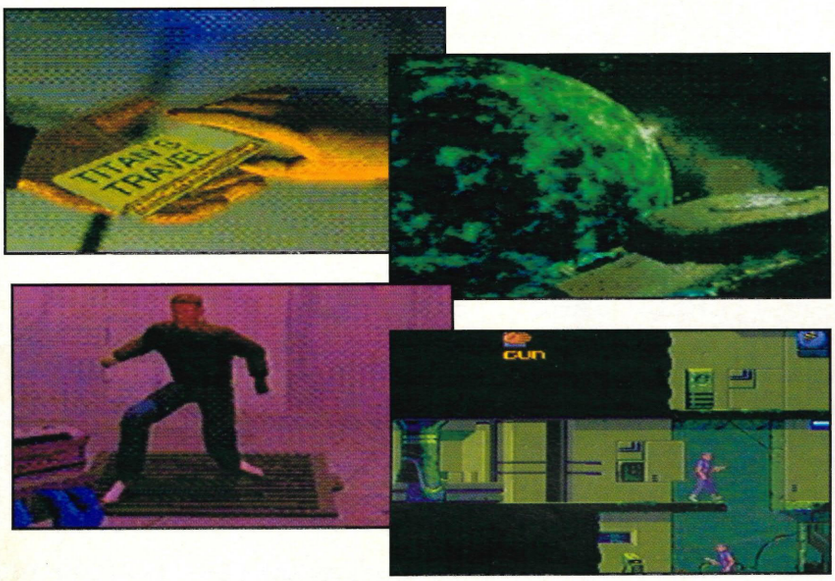
Score with our fully playable demo of Psygnosis's stunning soccer sim. Play one-minute matches against the computer or a friend, introduced by stunning rendered sequences and accompanied by over a hundred different crowd FX. You can use all the game's options, including all the leagues and cups!

DISC 6: FIFA INTERNATIONAL SOCCER DEMO

Replay the World Cup Final with this dazzling demo, which lets you play two-minute exhibition matches between Brazil and Italy. Take on the computer or a friend, passing the ball around, curling crosses into the box and scoring with spectacular overhead kicks and powerful diving headers. It's the business!

next month

FLASHBACK



If at first you don't succeed, try and try again... As you know, last issue's promised *Flashback* demo didn't materialise due to some last-minute technical problems – the disc didn't work! But we now have the finished demo in our possession, so we're pretty darn sure it will appear on the cover of the next Mega Power! It features a gorgeous intro sequence with lots of Silicon Graphics-generated 3-D graphics, a very atmospheric soundtrack and a playable section of the game's first level. Of course, nothing in this world is certain, so – in the event of anything going wrong again – we'll bring you another new demo of a different game. In the meantime, cross your fingers and be prepared to be launched into the future in this stylish arcade adventure...

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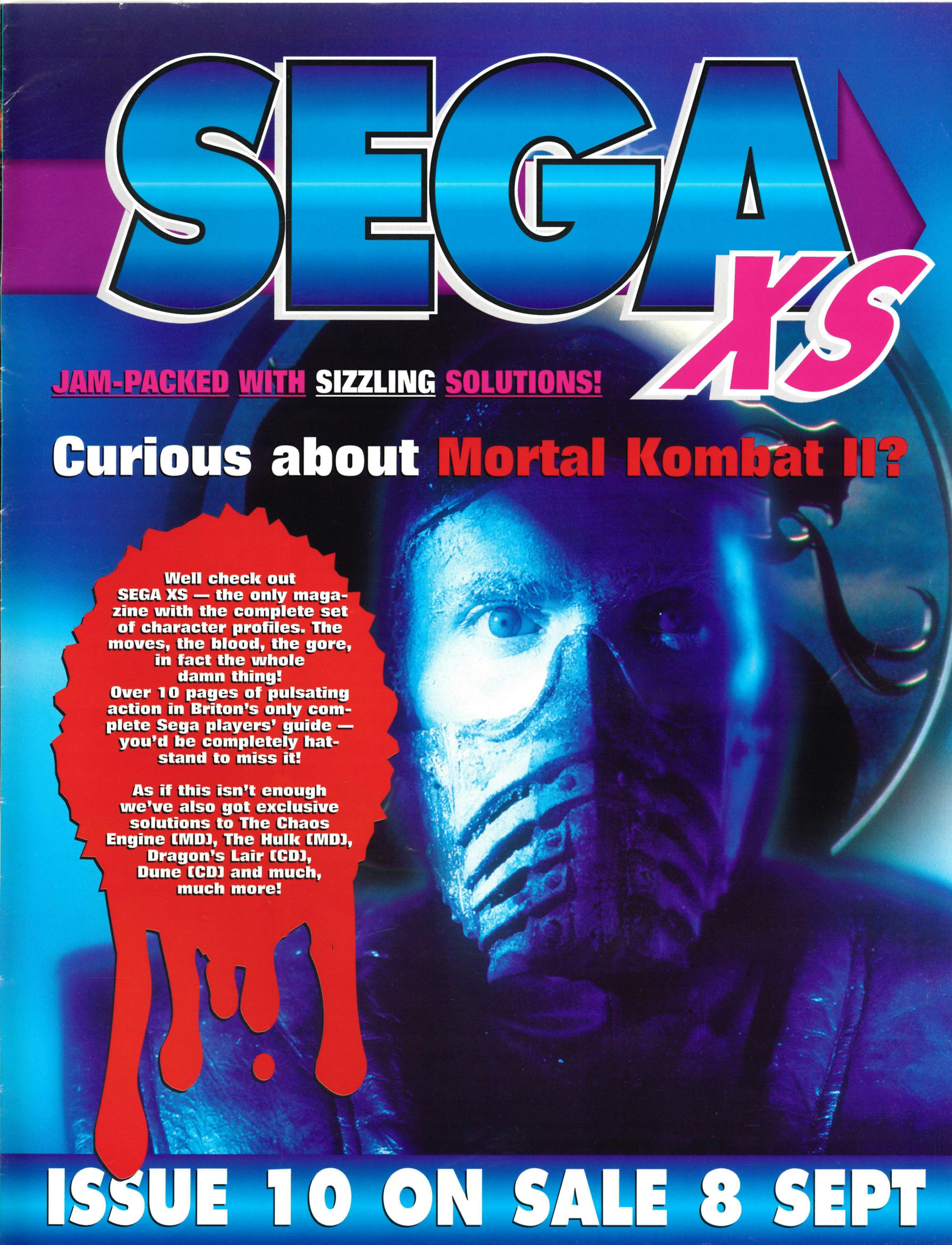


Well check out SEGA XS — the only magazine with the complete set of character profiles. The moves, the blood, the gore, in fact the whole damn thing!
Over 10 pages of pulsating action in Briton's only complete Sega players' guide — you'd be completely hat-stand to miss it!

As if this isn't enough we've also got exclusive solutions to The Chaos Engine (MD), The Hulk (MD), Dragon's Lair (CD), Dune (CD) and much, much more!

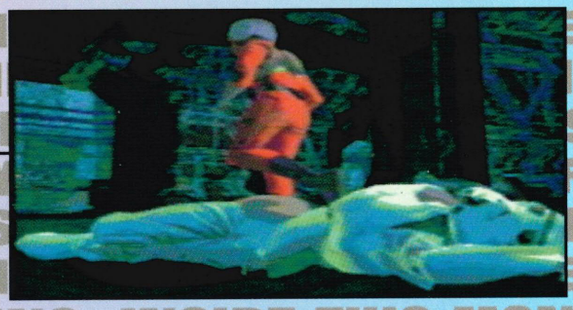
ISSUE 10 ON SALE 8 SEPT

DEMO DISC

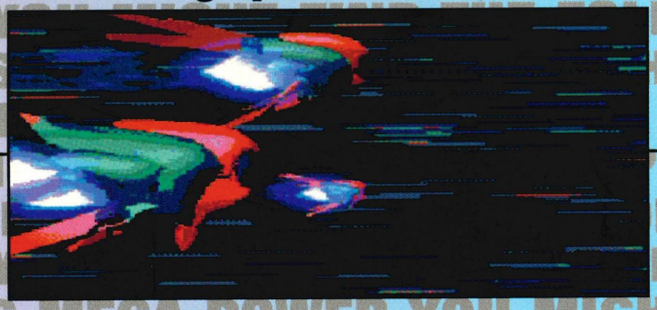
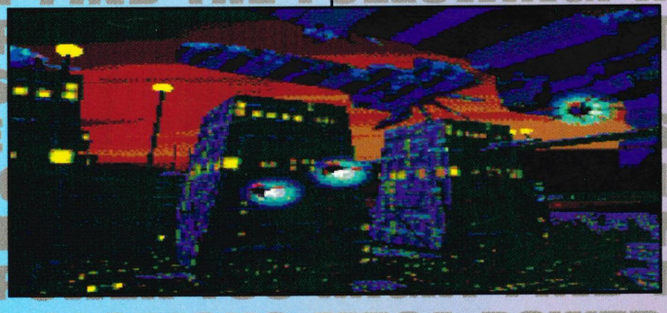
This month's special cover disc contains a playable demo of...

STAR WARS: REBEL ASSAULT

Mega Power brings you a unique playable demo – COMPLETELY DIFFERENT to the one featured on our sister mag, SegaPro! As Roo One, you are abandoned on an icy planet to face a do-or-die gun battle with hordes of enemy Stormtroopers. Thrill to the big-scre introduction sequences before pulling out y laser gun to take on the baddies in a series frantic shoot-out sections. It's a blast and a half, so don't miss it – buy this Mega Power now!



INSIDE:

SOULSTAR – REVIEW

This game's been a long time in the making, but it's certainly worth the wait. At last we bring you the full lowdown on Core Design's astounding space shoot-'em-up. Prepare to be amazed...